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A NEWSFIELD PUBLICATION

No.83 DECEMBER 1990

MAGAZINE AND CASSETTE

£1.85

CRASH

SAM coupé COMPATIBLE

SINCLAIR SPECTRUM GAMES

Are you ready for...

EXCLUSIVE REVIEW!

NARC

Ocean's Christmas cracker explodes!



Are you missing your fab CRASH cassette?! AND THE FREE CHRISTMAS COMPO BONANZA?

Check with your friendly newsagent!

1 TECHNICIAN TED HEWSON

2 virus SILVERBIRD

3 EGG HEAD 2 POWERTAPE

4 SHURIKEN powertape

5 SAINT DRAGON FROM STORM CORKING PLAYABLE DEMO!!

TURBO GAME CHEATS WITH

pokemania 6

COWABUNGA!

Over £1,500 worth of great *Turtles* prizes must be won!

OLIVER FREY


STORM
AMIGA
ATARI STE
AMIGA
CRASH SMASH 92%
GEN D'OR 92%
ZERO HERO 91%
YC FUN ONE 91%
JOYSTICK
MEGASTAR 90%
ST ACTION A1 82%
ST DRAGON
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM.
Incorporates unique Dynamic Loader System
CBM 64
SPECTRUM
An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".
"I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!" (Zero Sep. 1990)
THE SALES CURVE
50 LOMBARD ROAD
LONDON. SW11 3SU

CRASH

CONTENTS

GAME *thrills*

KINKY BOOTS!

Forget your Christmas stocking — pull on your kinky boots 'cos we've got a corker of a Christmas for you and the festivities start right here! The Powertape is a real cracker this month, there's a ton of prizes up for grabs in the Panto Compos and the Turtle mega compo is fabuloso! And don't miss out on *NARC*, Ocean's latest game, it's one of the best shoot-'em-ups we've ever seen! All this is exclusive to CRASH so, if you want the best, stick with us and just wait until you see what we've lined up for you in the New Year!

THRILLS ON TAPE

Where to find the action!

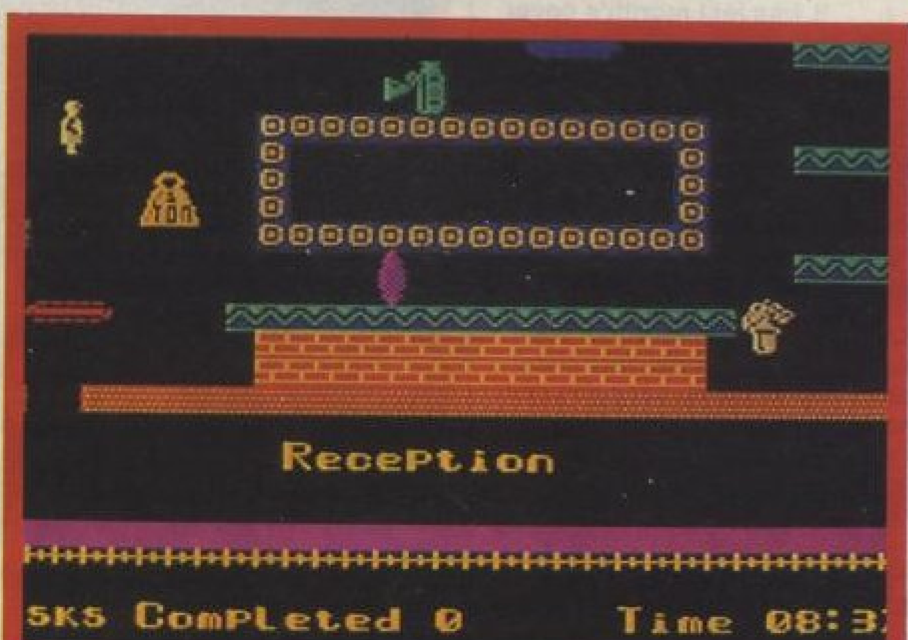
SIDE A
TECHNICIAN TED
VIRUS
ST. DRAGON DEMO

SIDE B
EGG HEAD 2
SHURIKEN
POKEMANIA

Check the inlay for loading instructions.
Should your tape be faulty send it, in its box, to:
NEWSFIELD, CRASH TAPE CLINIC (83), LUDLOW, SHROPSHIRE SY8 1JW
A healthy tape will be returned to you!



TECHNICIAN TED



A swingorilliant hit platform game from Hewson

Here's one of Hewson's most successful games — *Technician Ted*. This legendary platform game won awesome ratings when first reviewed! It is, indeed, a scintillating Smash! It's a mega game to get you swinging for Christmas!!

Technician Ted bounces into work at the Microprocessor factory at 8.30am. Before him lie **21** to be completed before clocking off at 5.00pm. But his fiendish boss hasn't told him what the tasks are or even where they're located! Fortunately Ted's mate provided him with a rough sketch of rooms close to the canteen.

We Call Him Sire — Ted's Desk — Canteen
Reception — Cloakroom — Silicon Slice Store
Boardroom — Photocopier — Main Corridor

The first thing to do is for Ted to get to his desk, then visit the Silicon Slice Store. In each room there are two flashing boxes, which should be deactivated by hitting them in the correct sequence. Next task is in the Diffusion Furnace, but Ted hasn't a clue where it is! Time's of the essence and the two parts of the task must be completed mega quick!

There are several levels to the

factory, and a lift room allows access to other floors; although holes in the floors and ceilings also link between screens.

There are no lives as such but a long purple energy bar slowly recedes across the screen each time you lose a life. It happens a lot because there's a horde of patrolling enemies around! Lose all your energy and you get the boot from your boss!

TECHNICAL CONTROLS
Ted's controlled using either a joystick or keys. Joystick junkies will need a Kempston, Sinclair, or Protek interface, and for keyboard players the controls are: Q,O,5 or 6/left, W,P,7 or 8/right, any key on the bottom row, 9 or 0/jump, A,S,D,F, or G/pause and BREAK/quit.

EGGHEAD 2

EGGHEAD TO THE RESCUE

● He's back in an awesome arcade adventure by Jonathan Cauldwell!!

It's ten months since the first *Egghead* game appeared on the Powertape label, and due to overwhelming popular demand, programmer Jonathan Cauldwell has brought the little fella back to life in a smashing game that's bigger, better and harder than the original — and that's no yoke! Haw! Haw!



● Jonathan Caudwell! The mastermind behind Egghead!

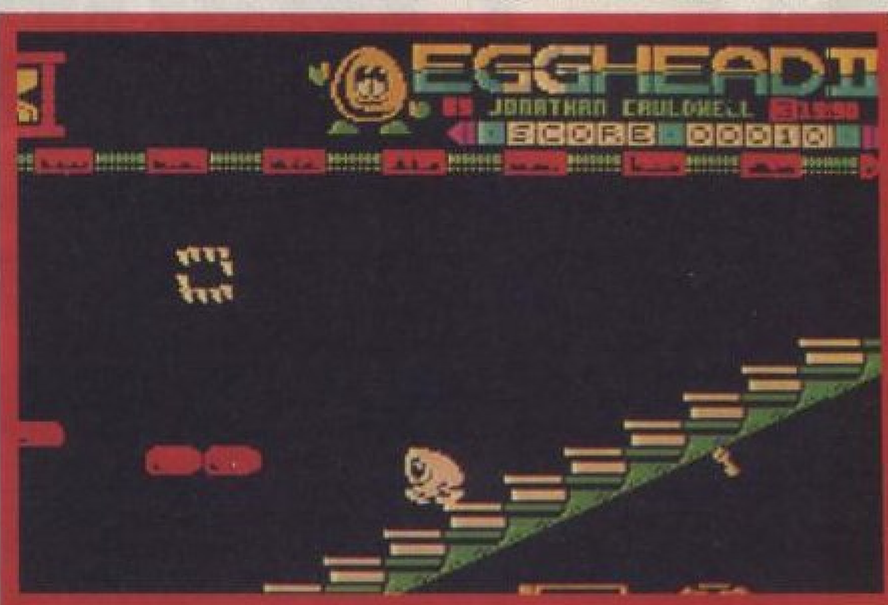
Egghead's mates have been captured by a mad scientist and locked away in his hazard-filled castle! It's Egghead to the rescue as he breaks into the fortress and attempts to save their lives!

The objective on each level is to run round the screens collecting all the keys in sight. It's not easy, some appear impossible to reach. However, making clever use of the platforms, stairs, other objects and careful positioning, Egghead can get every key. When all the keys are collected find the prison cell and release your chums!

The castle is patrolled by a myriad of the scientist's potty inventions that went wrong — don't touch any of them or you'll lose a life! Lives are also lost if Egghead falls too far — eggs are delicate y'know!

Egghead 2 is great fun, and if you'd like to write to Jonathan you can find his address at the end of the scrolling message at the top of the options screen.

EGGHEAD UP CONTROLS
Control of the hero in a whole shell (!) is by keyboard, which is redefinable, or use a joystick plugged into a Kempston interface!



VIRUS

● Blasting an infected world in 3D from Silverbird

Silverbird is back in business! Yes, the budget software house, once owned by British Telecom, has found a new home with a company called Tudor Enterprises, and they're resurrecting the label with a host of games coming soon. To celebrate the phoenix-like actions of the label here's a smashing game from Silverbird's back catalogue, originally released in 1988. Let's play *Virus*!

The country's been invaded by waves of hostile alien spaceships. Instead of attacking military installations they're polluting the landscape with a red virus which kills all lifeforms.

Determined to counter this devastating threat, a brave pilot takes to his Hoverplane, a futuristic flying machine equipped with the latest technology: long-range scanner; laser cannon; and a limited supply of smart bombs (used to destroy any aliens on the screen).

The long-range scanner — top left corner — shows the enemy ships' positions in relation to the Hoverplane. Gauges above the main playing area display the amount of fuel remaining and the plane's altitude. Extra fuel can be obtained by landing at home base.

The Hoverplane is controlled by thrusting the engines and rotating the craft. At high altitudes, the fuel supply is automatically cut off and the plane drops rapidly towards the ground. You move, helicopter-style, by dipping the plane's nose and thrusting.

During play, a map of the land can be displayed, showing polluted areas in red. All enemy ships in the attack wave must be destroyed before the whole map turns red. Each wave contains many different aliens but all with the same object of destroying the Hoverplane. An extra Hoverplane and smart bomb are awarded every 5000 points.



saint DRAGON

● Smashing one level playable demo from Storm!

It was last month's cover game! It was a Smash review! Did you enter the compo?! Now play the game!! It's *Saint Dragon*, the new blaster from Storm, and you have the whole of the first level to play! Load it up and away you go!

You control the dragonship as it flys through space and battles with the mecanoid monsters. Blast everything that comes in sight and collect any power-up pops you can find. Remember to use the huge tail to your best advantage: if you wrap it around the head it'll protect you from enemy fire!

CONTROLS
Keys are Q/up, A/down, O/left, P/right and SPACE/fire. Sinclair joystick works too!

SHURIKEN

● Super arcade adventure by Matt Wilkinson and Tony Vick!

You are the Black Shuriken, an intergaalactic arms dealer. Your laast

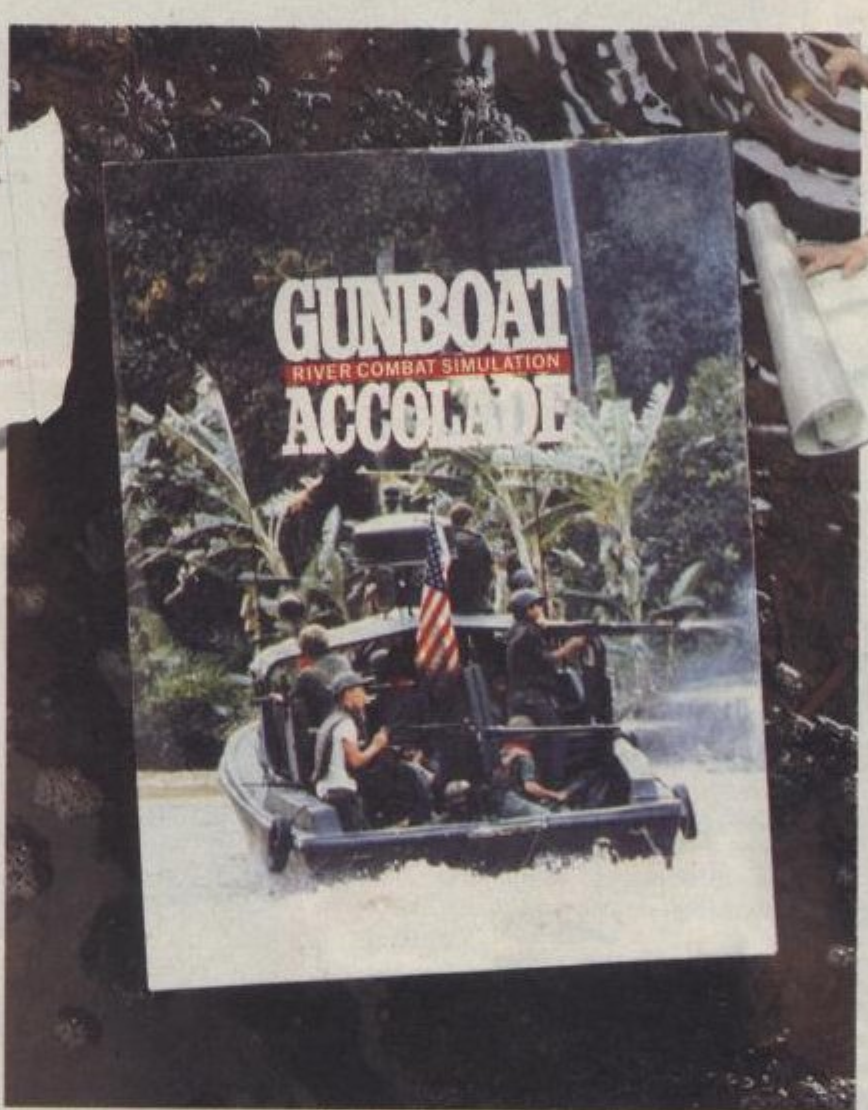
Small Craft Warning.

Prepare for a storm. Of bullets. *Gunboat.*™ Eight tons of U.S. Navy firepower crammed into a 31 ft. hull.



The fastest, most agile arsenal ever to turn 29 knots up a jungle river.



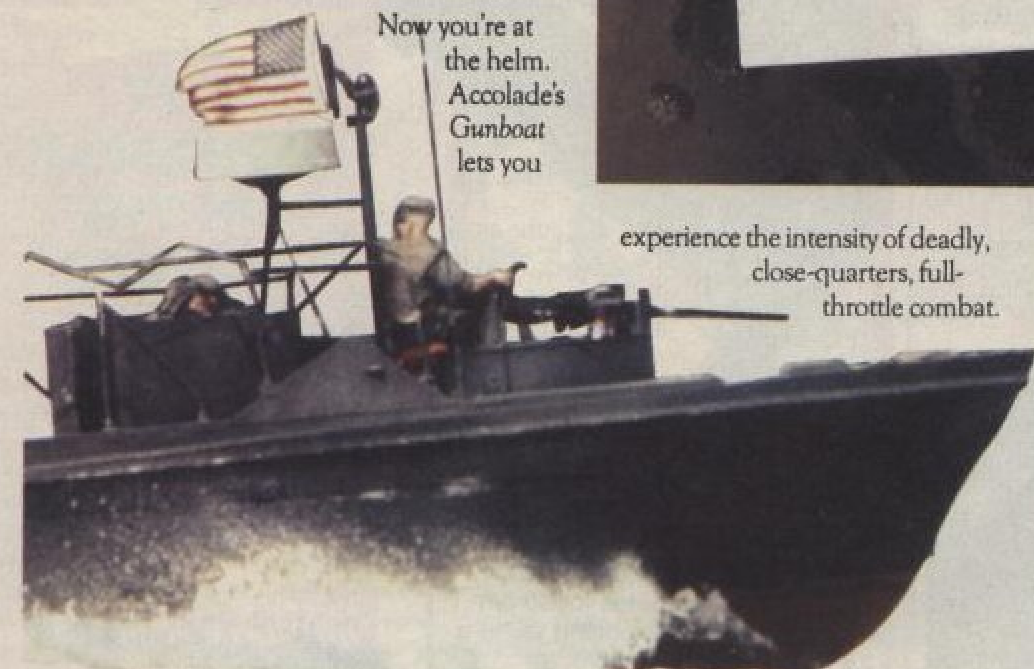




Climb aboard an authentically detailed river patrol boat (PBR) and get a 1st-person perspective from 4 battle stations.



Now you're at the helm. Accolade's *Gunboat* lets you experience the intensity of deadly, close-quarters, full-throttle combat.





River combat, where an enemy ambush lurks around any bend, up any canyon or by any bridge.

Uncoil twin M60 machine guns and grenade launchers on renegade Viet Cong, Panamanian rebels and the murderous Colombian drug cartel.

They're all on the river. Waiting.

Polygon-fill animation and bit-map graphics immerse you in the steamy reality of 3 sweltering combat zones. Twenty missions lie ahead, in countries where the mortar fire is as thick as mosquitoes.

Gunboat. The water's about to get rough.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

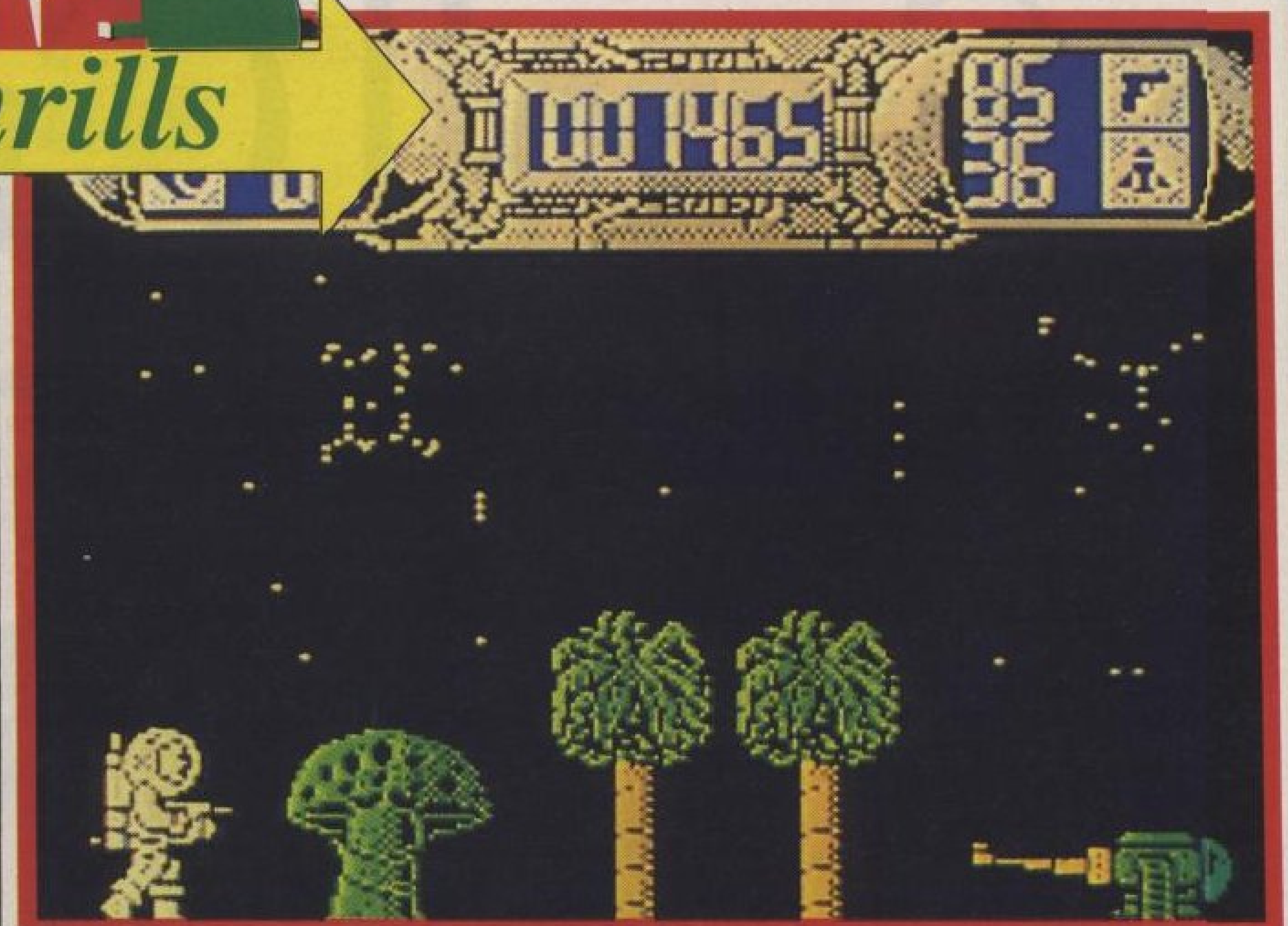
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GAME *thrills*



deal went badly wrong when your rival dealers, The Space Pirates, framed you up and got you arrested by the Federation for Intergalactic Law — FILE.

You were thrown in jail to serve a life sentence. Two years later FILE discovered the Space Pirates had moved their HQ to another planet but left their files and documents (that would prove their guilt as ruthless arms merchants) on a heavily guarded security planet.

FILE needed someone to recover these files and you were given two options: stay in prison and rot; or go on this suicidal mission! You opted to accept the mission and penetrate all the deadly defences on the planet and recover the documents. You set out in your one-seater craft and land in the jungle...

Travel through four levels of action is the order of the day: **the jungle**, **the temple**, **inside the fortress** and **deep inside the fortress**. Travel from left to right across 100 screens of action, destroying large objects with your missile and smaller opponents with your gun.

● Tony Vick, Mr Graphics, after a six-hour stint on the Shuriken skateboard!



From the third level onwards teleporters take you from one point on the screen to the other teleporter on the same screen. To activate a teleporter get inside and kneel down. You can teleport a maximum of five times.

CAN I CONTROL IT?

Shuriken! Haw! Haw (geddit?!!)! Keys are Q/up, A/down, O/right, I/left, P/fire gun, and SPACE/fire missiles. A joystick option is available, details on screen.

WHO THE HELL DO MATT & TONY THINK THEY ARE?!!

Matt Wilkinson and Tony Vick come from Sutton Coldfield in the West Midlands and together form the programming team **Xplosive Developments**. Both are doing a

● Matt Wilkinson, a few minutes after Shuriken was completed!





Computer Programming course, and they've been mates for seven years! Matt does the coding using a +2A with Plus D disk drive, an Amstrad DMP 3160 printer and a Zeus Assembler package. Tony's in charge of graphics, with help from Matt, and uses a +2 with Plus D disk drive, an Amstrad DMP 2000 printer and *Art Studio* software. *Shuriken* was programmed in the lads' spare time over a period of seven months. Their ambition is to program in-house for a well known software house! Hurrah!

POKEMANIA! TIPS ON TAPE!
Find out what Graham 'Turbo' Mason has in store for you this month by turning to DJ Nicko's Tips' pages!

GET YOURSELF ON THE COVER!!!

If you think you've written a completely brill game and want to share it with the Speccy world, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put it on the Power Tape for thousands to enjoy! It could be your first step into the software publishing world!!!

Check out the coupon on page 23! It must accompany all entries!



Monsters, aliens and superheroes. Pick up a GX4000 console and you'll really have your hands full.

Imagine all the characters from your favourite computer games suddenly invading your T.V. It's like having your own private arcade. All you have to do is plug in and you're off.

The graphics alone are out of this world, with a palette of 4096 colours and stereo sound.

And you'll be playing top-rated games from Europe's best software houses, all on easy to use instant loading ROM cartridges.

The console comes complete with a mains adaptor and two paddle control units designed to put you in the driving seat. Which is where you'll need to be with the ROM cartridge that comes free: the high-speed car game "Burnin' Rubber." But perhaps the most exciting thing about the Amstrad GX4000 is the price, a very down to earth £99.00.

THE NEW GX4000 GAMES CONSOLE. £99.

AMSTRAD

FOR FURTHER DETAILS RING 0277 262326

OR FILL IN THE COUPON BELOW

Please send me details about the Amstrad Games Console.

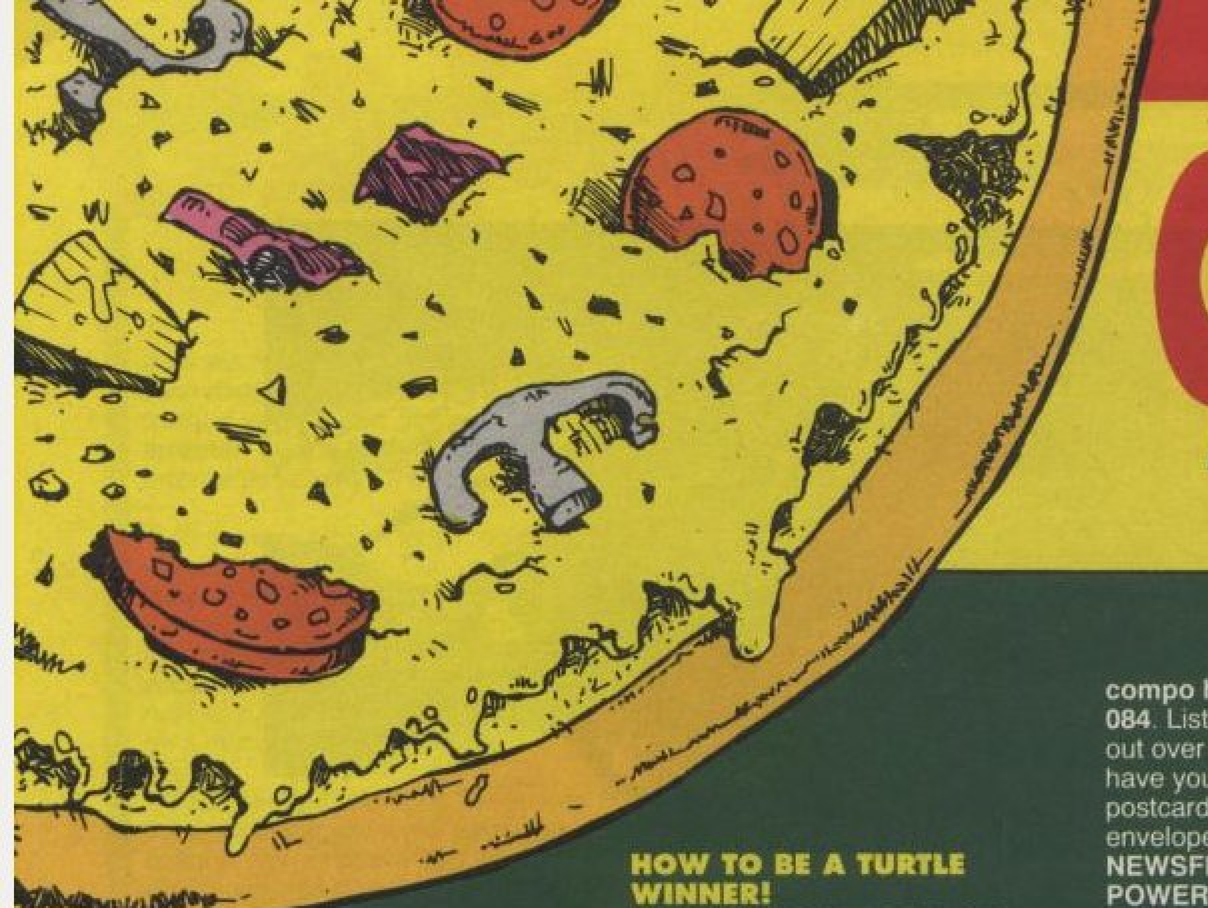
Name____________________

Address____________________

Postcode__________

C 12/90

Send to: Amstrad plc. PO Box 462. Brentwood. Essex CM14



OVER 500 TURTLE (OO

CRASH GETS

ALL THIS MUST BE WON!!: ✪ A VIDEO RECORDER✪ A
✪ 101 TURTLE PENS✪ 1



HOW TO BE A TURTLE WINNER!

Cowabunga dudes! Here's the most awesome Turtle compo you're likely to find! We've got over 500 Turtle goodies to give away thanks to the software house that's going turtley crazy — Image Works!

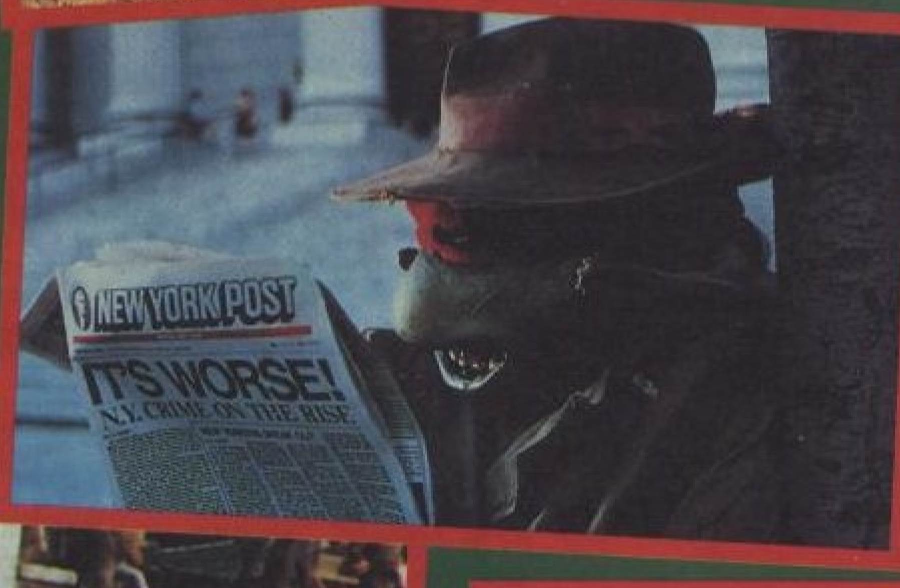
You can keep your pepperoni and cheese pizzas — the prizes on offer here are real collectors' items because they're not available in the shops! These Turtle goodies have been specially produced by Image Works to celebrate the launch of the *Teenage Mutant Hero Turtle* game in this month!

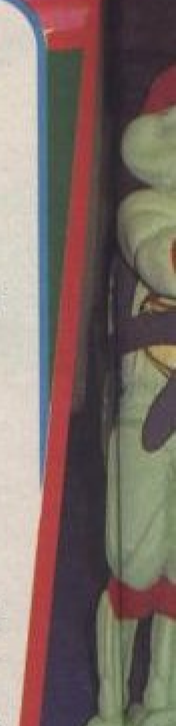
First prize is really awesome — it's a collection of Turtle goodies to make any Turtle fan go crazy! There's a brand spanking new video recorder! **Wooo! A brilliant Turtles** cartoon video! **Yayy! A Turtles** t-shirt! **Bleee! A Turtles** metallic brooch! **Hey! A Turtle** pen! **Cor! A mega huge Turtle** poster **and stickers too! Cowabunga!!**

But that's not all — plenty more prizes are on offer! In fact, 100 — *100!!!* **— Turtles goodie bags must be won! In every goodie bag there's a Turtles t-shirt, a Turtles metallic brooch, a Turtle pen, a mega huge Turtle poster and a Turtle stickers! Fabuloso!**

Get to the phone because one quick call is all it takes for you to be winning one of the mega Turtle prizes on offer! Ring the **CRASH compo hotline** — it's on **0898 555 084**. Listen to the questions read out over the phone and when you have your answers, write them on a postcard, or the back of a sealed envelope, and send it to: **NEWSFIELD, I WANT TURTLE POWER! COMPO, CRASH, Ludlow, Shropshire SY8 1JW.** And make sure your entries arrive by December 15 or it'll be Turtle soup for you!!







TEENAGE MUTANT HERO TURTLES — FACT FILES

LEONARDO — the leader
Nickname: Leo
Age: 15
Weight: 10 stone 10lbs
Height: 4'9"
Weapon: Daisho, the Samurai paired weapon
Colour: Blue

- In Splinter's absence, Leonardo is the Turtles' leader, he's a real 'take charge' kinda guy.
- He's a clever, fast thinker and an excellent strategist.
- He's a perfectionist, but sometimes he tries too hard and gets embarrased if he, or any other Turtle, fails.
- Though Splinter has taught him it's honourable to fail if one tries his best, Leonardo can't accept his own shortcomings!



DON'T

0898 5

THE PHONE CALL THAT

S TURTLE POWER!

A TURTLE CARTOON VIDEO! ✪ 101 TURTLE T-SHIRTS ✪ 101 TURTLE BROOCHES! ✪ 101 TURTLE STICKERS! ✪ TURTLE MEGA POSTERS!







TEENAGE MUTANT HERO TURTLES — FACT FILES

RAPHAEL — the sardonic wit
Nickname: Raph
Age: 15
Weight: 10 stone 10lbs
Height: 4'8"
Weapon: Pair of Sai
Colour: Red

* He's the most impulsive and hot-headed of the Turtles!
* He has a sharp wit but a very short temper!
* He broods over nagging problems, but sometimes bursts into a fit of temper when things go wrong!
* His best buddy is Michaelangelo — his good nature acts as a natural balance to Raphael's outbursts!

CRASH Compo

TEENAGE MUTANT HERO TURTLES — FACT FILES

MICHAELANGELO — the party animal!
Nickname: Mikey
Age: 15
Weight: 10 stone 10lbs
Height: 4'9"
Weapon: Paired Nunchuku
Colour: Orange

* He's the most fun-loving of all the Turtles!
* He has a gentle but mischievous nature and is always playing practical jokes on his chums!
* He loves comic books and science fiction!
* He's the real pizza addict and loves going to the movies — his fave films are E.T. and Critters!
* He reckons the other Turtles are too serious, but spends most of his time larking about with Raphael!
* He doesn't always train as hard as he should!

TEENAGE MUTANT HERO TURTLES — FACT FILES

DONATELLO — the genius who loves fixing things
Nickname: Don
Age: 15
Weight: 11 stone 1lb
Height: 5'0"
Weapon: Bo staff
Colour: Purple

* He's the most agreeable and self-contained (man!) Turtle!
* He's a bit of a boffin and would rather be tinkering with an object than fighting!
* He rebels against the idea of fighting!
* Though he gets on well with everyone, Donatello wouldl rather have lunch alone!

FORGET!

555 084

WILL TURN YOU TURTLE!

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

THEY'RE TEENAGE! THEY'RE MUTANT! THEY'RE HEROES! THEY'RE TURTLES!


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YOUR VOTE COUNTS!

and we haff vays of making you taulk in the 1990

CRASHTIONNAIRE!!

Win prizes too!

How do you fancy becoming a director of CRASH? Here's your chance! The 1990 CRASHTIONNAIRE is your opportunity to shape the future of everything CRASH gets up to — and, most importantly, you'll be taken seriously. Of course, we want to know a bit about you too! What would you do to improve (if possible!) CRASH? Tell us what you like, what should be scrapped, what should be added. So spend a while going through the questions and maybe you'll see your idea popping up soon! All completed CRASHTIONNAIRES should be returned by December 15 and then we'll pick 20 entries from the sack and give away some prizes! You could get a game, a t-shirt or any other of the prizes detailed at the bottom of the page — just tick the box for the prize you want! Remember, your vote counts!!

VIOLATE HERE ✂

1 Are you: ❑ MALE ❑ FEMALE

2 How old are you? ....

3 Are you:
❑ AT SCHOOL
❑ COLLEGE/POLY/UNIVERSITY
❑ WORKING FULL TIME
❑ WORKING PART TIME
❑ UNEMPLOYED
❑ OTHER

4 If you work, what is your occupation?
....

5 What is your weekly income
❑ up to £5 ❑ £5-£10 ❑ £10-£30
❑ £30-£100 ❑ £100-£200 ❑ £200 plus

6 On average, how many other people read your copy of CRASH..........

7 How do you get CRASH?
❑ SUBSCRIPTION
❑ RESERVED AT NEWSAGENTS
❑ OFF THE SHELF
❑ OTHER

8 What other computer magazines do you buy?
a)..........
b)..........
c)..........

9 How would you mark the other magazines out of ten?
a) ❑/10
b) ❑/10
c) ❑/10

10 Apart from games, what else do you use your Speccy for?..........
....

11 Do you intend to buy a new computer or console in the next 12 months? ❑ YES ❑ NO
If yes, what model? ....

12 On average how much do you spend on software every month?
❑ £2-£5 ❑ £5-£10 ❑ £10-£20
❑ £20-£30 ❑ £30 plus

13 What sort of software do buy more of?
❑ BUDGET ❑ FULL PRICE

14 Where do you usually buy your software?
❑ SPECIALIST COMPUTER STORE
❑ CHAINSTORE (WH SMITHS, MENZIES, ETC)
❑ MAIL ORDER

15 What is the major influence on your buying decisions
❑ CRASH REVIEW
❑ OTHER MAGAZINE REVIEW
❑ ADVERTISING
❑ WHO PROGRAMMED IT
❑ SOFTWARE HOUSE
❑ BECAUSE IT'S AN ARCADE, FILM, ETC LICENCE
❑ PLAYABLE DEMO ON COVER CASSETTE

16 What's your favourite game style? Mark in order of preference, 1 is most favourite, 6 is least favourite
❑ ADVENTURE
❑ ARCADE ADVENTURE
❑ SHOOT-'EM-UPS
❑ PUZZLE
❑ SIMULATIONS (INCLUDING SPORT)
❑ RPG
❑ STRATEGY
❑ OTHER

17 Award marks out of ten for the following CRASH features...
.......Advertisements
.......Reviews
.......Previews
.......Compos
.......Phone-in compos
.......Letters
.......Jetman
.......Tips
.......Mail Order
.......Cover cassette

18 Please rate CRASH's coverage of software out of ten in
❑/10 PREVIEWS
❑/10 REVIEWS
❑/10 NEWS

19 Do you like the review style
❑ YES ❑ NO

20 Are the reviews long enough
❑ YES ❑ NO

21 Are there enough screen shots
❑ YES ❑ NO

22 Are the comments detailed enough
❑ YES ❑ NO

23 How often do you agree with the ratings?
❑ ALWAYS ❑ MOST OF THE TIME ❑ NEVER

24 Which of the following subjects to you object seeing in CRASH
❑ SAM Coupé
❑ Arcades
❑ Adventure games

25 What do you like on the cover cassette? Please mark in order of preference, 1 is your most favourite and 4 is least favourite.
❑ EX-FULL PRICE GAMES
❑ ORIGINAL GAMES
❑ PLAYABLE DEMOS
❑ POKES

26 What do you think of the reader games on the Powertape every month?
❑ GOOD
❑ AVERAGE
❑ POOR

27 Do you like pull-out posters?
❑ YES ❑ NO

28 What are the three best software houses?
a)..........
b)..........
c)..........

29 What are your three least favourite software houses?
a)..........
b)..........
c)..........

30 Which of the following do you like doing?
❑ LISTENING TO MUSIC.
FAVOURITE GROUP/SINGER ....
❑ WATCHING TV.
FAVOURITE TV PROGGY ....
❑ GOING TO THE MOVIES.
FAVOURITE RECENT FILM..........
❑ HIRING VIDEOS.
FAVOURITE VIDEO..........
❑ PLAYING SPORT.
FAVOURITE SPORT..........
❑ READING BOOKS.
FAVOURITE BOOK..........
❑ READING NON-COMPUTER MAGS. FAVOURITE NON-COMPUTER MAG..........
❑ PERSONAL HOBBY. YOUR HOBBY..........
❑ ANYTHING ELSE?..........

31 Which chainstores do you shop in?
a)..........
b)..........
c)..........

32 What features of CRASH would you get rid of?
a)..........
b)..........
c)..........

33 What extra things would you like to see in CRASH
a)..........
b)..........
c)..........

34 Did you like the free Christmas Biggies guide last month and the free Christmas Compos fold-out this month?
❑ YES ❑ NO

35 Would you like more of the above?
❑ YES ❑ NO

36 What is the maximum price you would pay for CRASH if it had more pages, a boxed cassette with at least four games, and the occasional extra gift?
❑ no more than £1.85
❑ £1.99
❑ £2.45
❑ £2.99
❑ £3 or more

37 What do you think of CRASH's design?
❑ GREAT
❑ GOOD
❑ AVERAGE
❑ SACK YOUR ARTIST!

38 If you had £200 to spend on one thing (non-computer), what would you choose?..........

39 What do you think of the new wave of consoles?
❑ GREAT! I'M THINKING OF GETTING ONE
❑ GOOD, BUT THE GAME CARTRIDGES ARE TOO PRICEY
❑ OKAY
❑ HORRIBLE THINGS!

40 How do you store games?
❑ IN A CASSETTE LIBRARY CASE
❑ IN A DISK BOX
❑ ON A SHELF
❑ IN A DRAWER/BOX
❑ OTHER..........

41 Do you want a better storage system?
❑ YES ❑ NO

42 If I could send a message to the entire Speccy world, it would be:..........
....

42 If there are any other comments you would like to make about CRASH please use a separate piece of paper.

43 Do you own a SAM Coupé?
❑ YES ❑ NO

Now cut out this page or make a photocopy and send it to: NEWSFIELD, CRASHTIONNAIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Get your opinions here by December 15 for a chance to be heard, taken seriously and — of course — winning a fabby prize!
Make sure we know where to send your prize, should you win — fill in your name and address below. All entries will be treated with complete confidentiality.

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If I'm one of the 20 winners I would like:
❑ a 12 month CRASH subscription ❑ a CRASH t-shirt (S/M/L/XL) ❑ a Speccy game (title:..........)
❑ CRASH cap ❑ a sausage

PREVIEWS

Christmas may be a time for good cheer, but in software terms this mostly spells violence and mayhem! CRASH brings you another peek into the gameplay future...

SOCCER SUPERHERO

● GAZZA!

Rivalling the Turtles in the popularity stakes is madcap soccer star **Paul 'Gazza' Gascoigne** and he's back on the Speccy soon with a new all-action footy game called *Gazza!* from **Empire**. It's not an update of **Empire**'s *Gazza's Super Soccer* from last Christmas but a brand new production that promises to take playability into a new league!

Packed with arcade action, the pitch is viewed from overhead and scrolls left to right as you take control of Gazza belting up and down the pitch at a blisteringly fast rate. Don't worry if you reckon you're not up to Gazza's standard — *Gazza!* has nine skill levels (from Sunday league to International) to pick from, and your mate can join in the action using the two-player option. Other game features include an overlaid mini-scanner of the pitch showing the players' positions, variable strength shots, corners, free kicks, tackling, penalties, throw-ins, goal kicks and more!

The programming team, **Active Minds**, have taken a good look at all the other footy games out there and reckon *Gazza!* is going to beat the lot! With a simple control method and very fast action, it could be a World Cup winner — find out the results next month!





★ System 3 is about to release an updated version of the 1988 hit *Last Ninja II* as *Ninja Remix*. The new features include a redesigned status area, an animated intro sequence and new sound FX and music throughout the game. Gameplay is identical to *Ninja II*, but the new package is a good buy for arcade adventure fans who missed out on the original release.

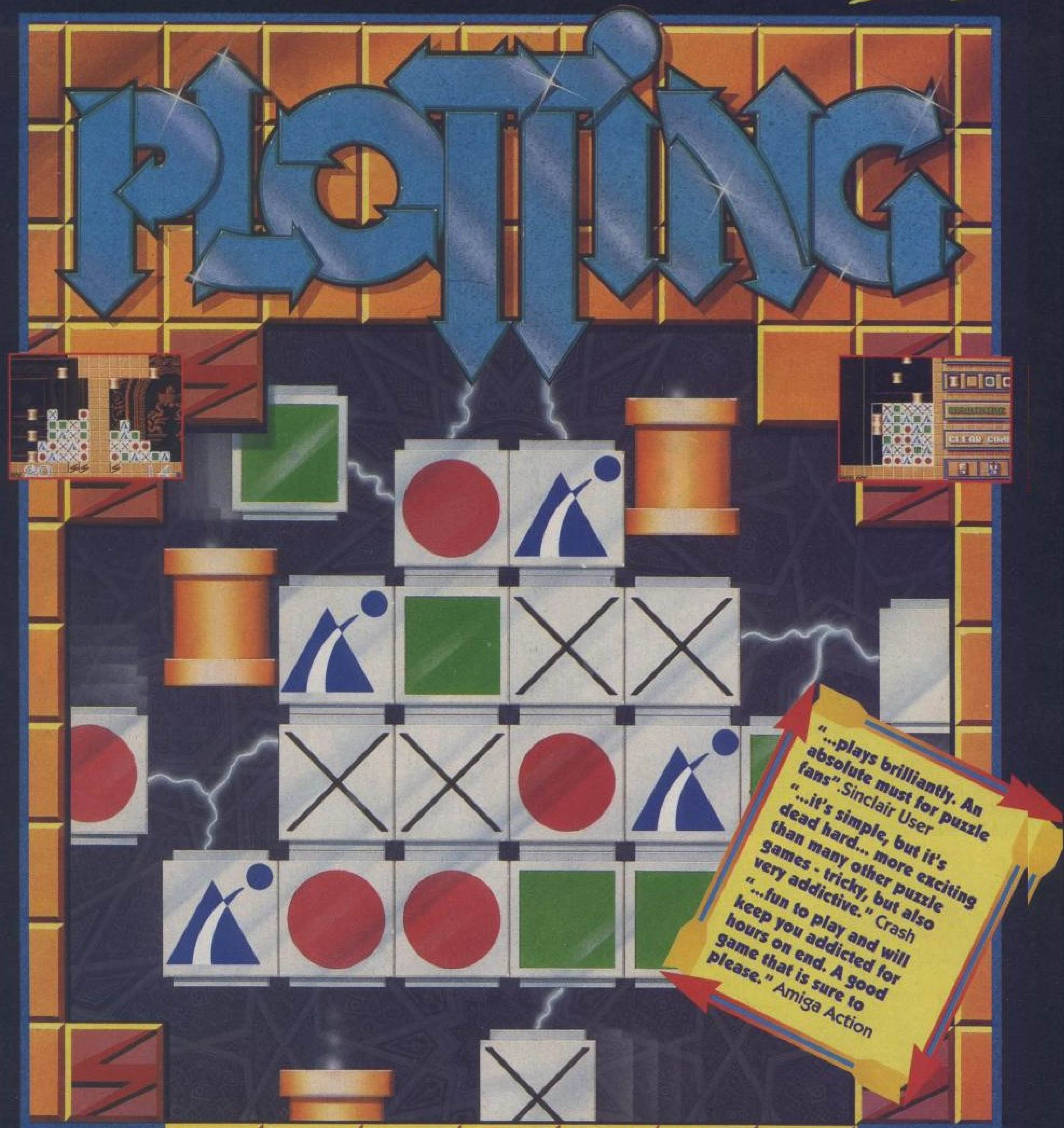
BUG ALERT!

● EXTERMINATOR

In the next **Audiogenic** release you play a rough tough guy who thinks nothing of bashing the living daylights out of bugs and other assorted creepy crawlies (SCREAM!!! -all the office girls). There are seven houses (levels) that need your experience to rid them of the pesky intruders, and so that your pals can share the scare a two player option is included. Each of you controls one of the exterminator's hands as he shoots, grabs and pounds the opposition into submission. The playing screen is viewed in a vertical fashion with you looking up the screen at the opposite wall. There are five rooms per house (kitchen, basement, bedroom, garage and attic), and you move from room to room by destroying all the opposition. It's a strange game and no mistake.



PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE



It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.

ADDICTION!

Addiction!...that's the name of the game. The concept is simple ...destroying blocks! But once you've got control of those bricks will you ever let go?

Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubi-Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

TAITO

ocean

CBM AMIGA - ATARI ST

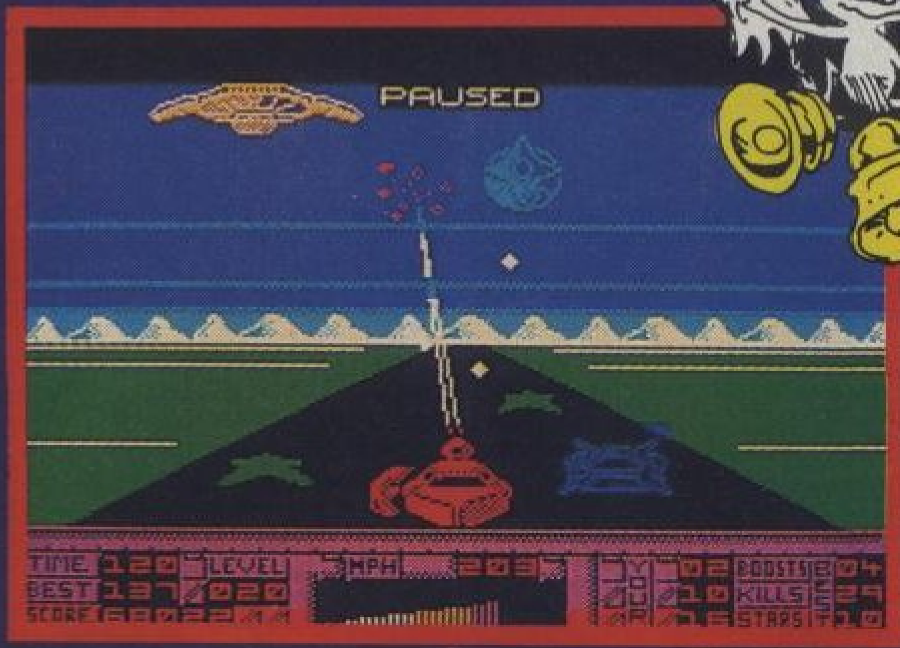
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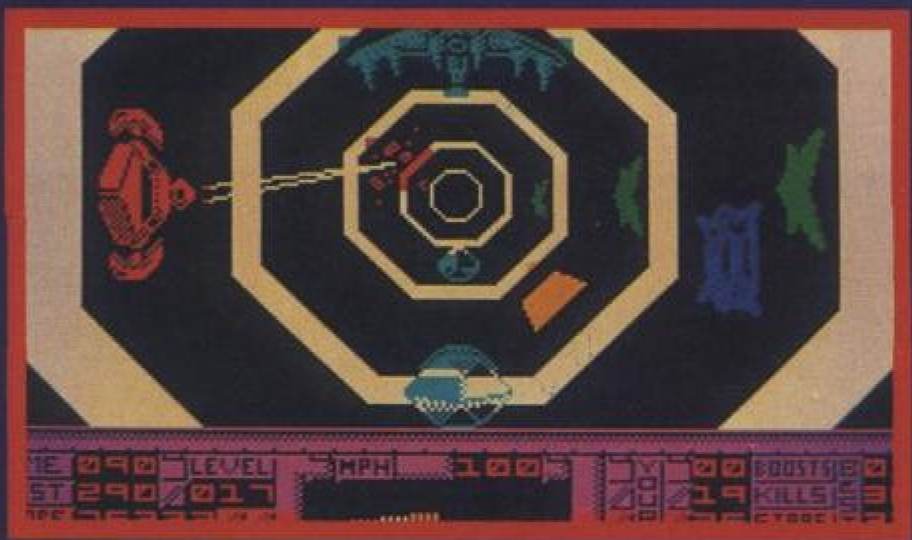
TUNNEL TROUBLE

● S.T.U.N. RUNNER

Tengen/Domark's soon-to-be-launched *S.T.U.N. Runner* takes the player to the very dangerous 21st century world of **S.T.U.N. (Spread Tunnel Underground Network)** racing. But don't forget that you ain't the only participant in this fast and very dangerous sport! Other combatants vie with one another to kill you off, and you must be as vicious as them and blow 'em away with a variety of lethal weapons! Speed is also of the essence, and the only way to zip along at warp factor 6 is to hit the booster pads scattered around the tunnels. These can propel your craft along at over 900 mph! Looks like you should get yourself down to your local computer store at just that speed when *S.T.U.N. Runner* is released!



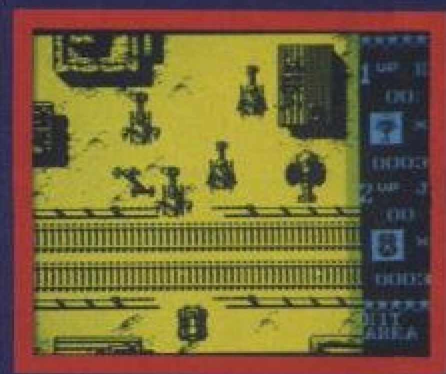




JEEPERS!

● SWIV

Following *Saint Dragon*, **Storm's** next game is *SWIV*. You take control of either a jeep or a tank for a vertically scrolling blast-'em-up extravaganza. Your chosen vehicle is in possession of some awesome weaponry. No wonder: you need to let rip at the myriad tanks, helicopters, jeeps and all else that attacks your armoured hide. Huge guardians wait at the end of each level — prepare to battle with multi-part 'copters, super tanks, and a strange bird-like craft!

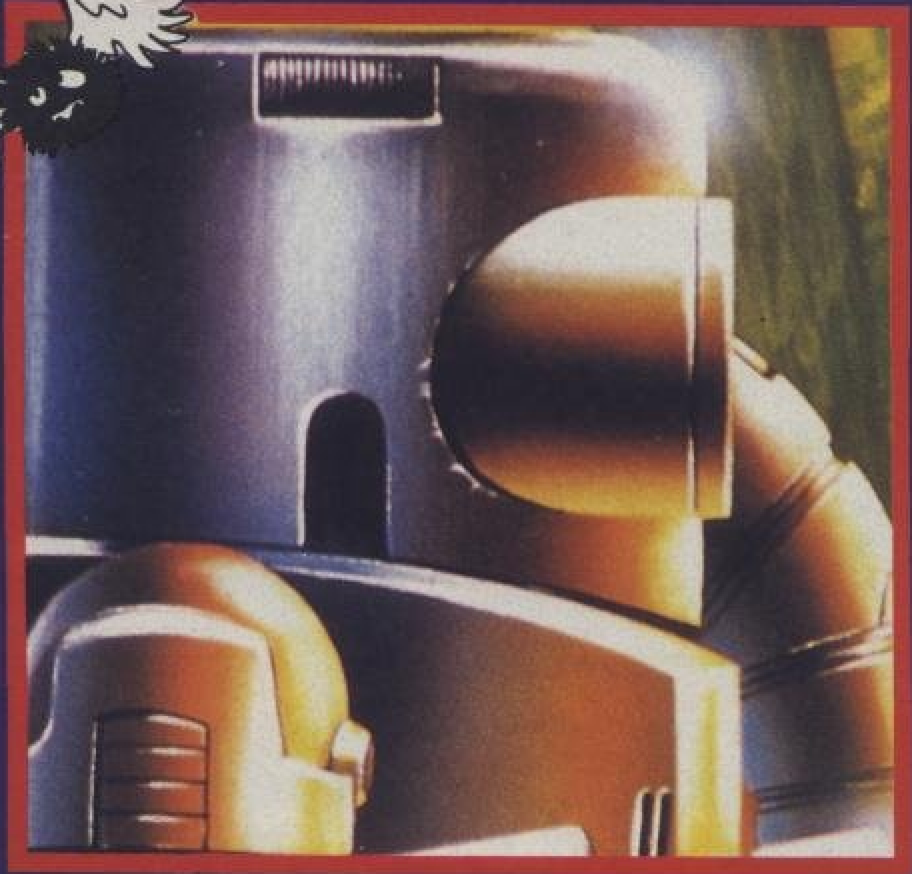


LET'S GO TO WAR

● NORTH AND SOUTH

After releasing the excellent *Sim City*, Infogrames are poised to bring you the **American Civil War** in all its hilarious glory. Based on a French cartoon strip, *North And South* sees you playing either the **Union** or **Confederate** army as you attempt to tromp all opposition. The game is played on a map of the USA, where each army is allocated a certain amount of territory. It's up to you to kill your enemy and swipe his soil. But it's not all about running around the battlefield killing the enemy troops: strategy is needed. Especially when trying to grab the land around the railroad track — once this land is owned trains regularly stop and deliver dosh. This is deposited in your safe and used to hire extra troops, and of course the game ends when one army is completely wiped out. Expect to see a review next issue.





METAL YOUTH

● ATOMIC ROBO KID

Move over **RoboCop**, there's a new guy in town: his name is **Robo Kid**. *Atomic Robo Kid* is a coin-up conversion of a little known **UPL** shoot-'em-up: the game maybe unknown to many of you but the action is fast and furious. You play Robo Kid who's just graduated from **Universal University of Space Combat**. Now that you're combat ready you're sent on your first mission, a nice quiet outing where you blast first and ask questions of the smoking remains afterwards. There are 28 levels (though some of them have several exits), and plenty of denizens who object to your presence. Robo starts the game with a standard blaster for defence, but when he shoots the metal birds, gems are often left behind. Collect these for power-ups that include three- way and five-way lasers, missiles, the ability to fly and speed ups. Expect *Atomic Robo Kid* on your screens in the new year.

BLAST IN THE EAST

● LINE OF FIRE

A massive hit in the arcades and now bursting onto your home computer, it's **Sega**'s *Line Of Fire* out from **US Gold** soon. Your mission is to sneak into the high security camp belonging to a group of Middle Eastern terrorists and snatch their new weapon — the **Rapier** high velocity rapid fire machine gun. This is not going to be easy, but getting back out and returning the gun to base will verge on the impossible!

You take control of a high speed powerboat, a jeep, an aircraft and a helicopter, all portrayed in realistic 3D graphics. The many scenarios you have to battle through include a canyon, jungle, desert and the white water rapids, clutching the all important Rapier gun to blast the enemies away.





MEGA COPS

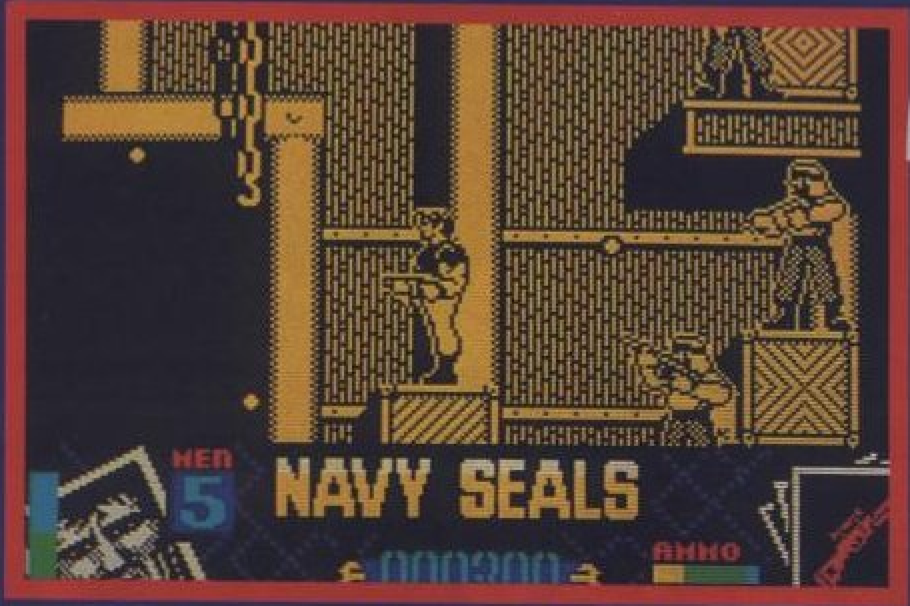


● E-S.W.A.T.

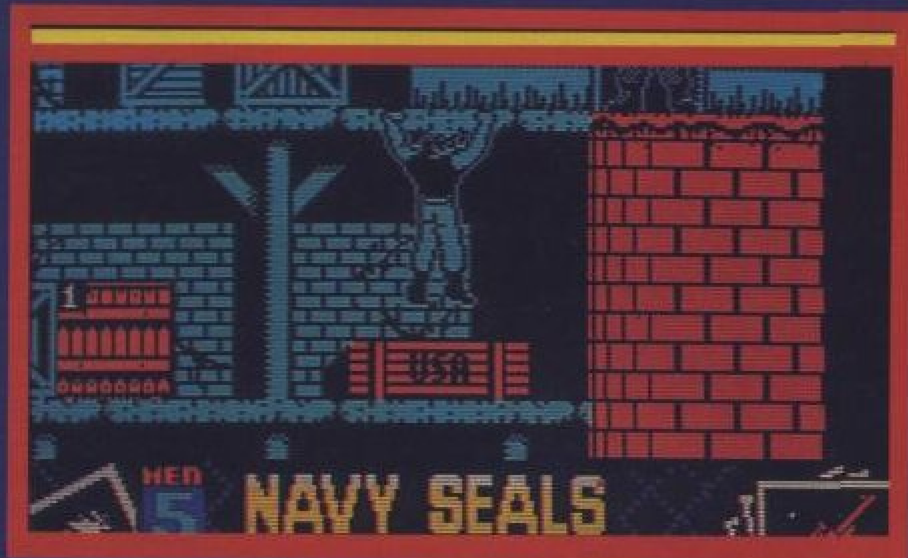
Join up with the **Elite Special Weapons And Tactics** squad and prepare for the fight of your life in **US Gold**'s conversion of the smash hit **Sega** coin-op! If you reckon you could be a cop of the future in a crime-ridden city, you wanna try battling with the low-lifes of **Cybercity**! Succeed in two dangerous missions as a regular cop and you've earned your **E-S.W.A.T.** badge and weapon-packed armour. Back on the horizontally-scrolling streets you have ultimate cyberpolice power and you'll need it — the E-S.W.A.T. squad take on the toughest of crims, each with their own defence tactics! *E-S.W.A.T.* is brilliant arcade game — it's fast and addictive — discover if the Speccy version matches up in the review next issue!



OCEAN ACTION







● NAVY S.E.A.L.S.
Fancy a piece of the action? This is the game to get it from! Combining platform and exploring gameplay with strategy solving, **Ocean**'s forthcoming *Navy S.E.A.L.S.* looks like being a real smash hit! We showed you the very first screen shot last month — and this is what the game's all about!

The action's based on the forthcoming movie *Navy S.E.A.L.S.* starring **Charlie Sheen** (*Platoon*) and **Michael Biehn** (*Terminator, Aliens, The Abyss*). You have the job of tracking down terrorist troops, killing them all and destroying their communications set-up and weaponry. But beware: the terrorists have the sophisticated **Stinger** air-to-surface missile in their possession and have proved they'll use it by shooting down a civilian passenger plane.

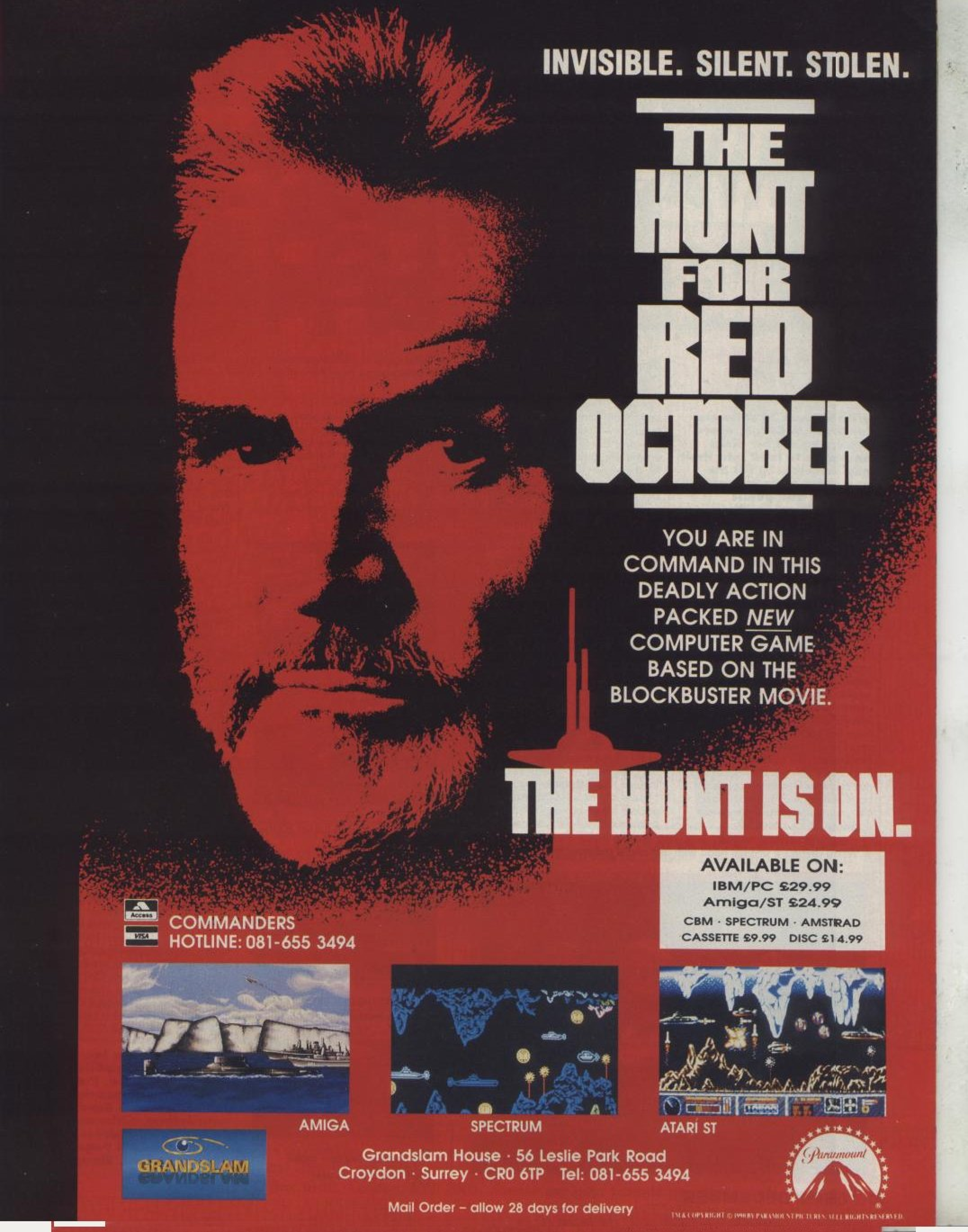
Navy S.E.A.L.S. boasts seven levels of multi-directional scrolling action coupled with outstanding graphics and possibly the most impressive animation of large characters ever seen on the Speccy! You can collect power-up weapons like machine guns, flame throwers and grenade launchers by destroying the surrounding scenery — all vital if success is to be yours. As you progress though the game you take on the identity of the various members of the unit, each with their own characteristics but all with fantastic acrobatic moves to help you tackle the terrorists!

SUB GOES WEST



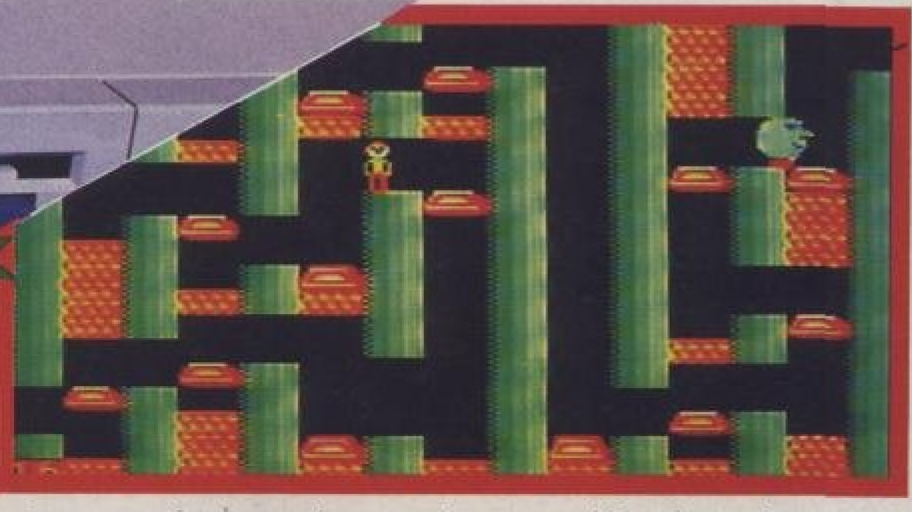
● THE HUNT FOR RED OCTOBER
Grandslam is finally to release *The Hunt For Red October* game, which was originally planned for the summer. Based on the film (and now video), *The Hunt For Red October* which tells of a Soviet submarine captain, played by **Sean Connery**, and his efforts to cross the Atlantic and defect to the west in the advanced submarine **Red October**. The Russian Navy give chase and the US wonders if the surge of Russians across the Atlantic constitutes an attack! The game features arcade action and strategic gameplay and you can discovered if the **CRASH** team made it to the west in next month's review!

G.A.M.E.S. seem to be going initial C.R.A.Z.Y. — have you noticed? Have a nice X.M.A.S., and don't miss the first previews for 1991 in your January blast of C.R.A.S.H.!


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THE PAGE WITH ALL THINGS COUPÉ!



★ Get a copy of *SAM Supplement* and you too could be playing this interesting game from the author of *Mind Games 1* — you lucky people!

MAGAZINES ON A DISK!

With the lack of software for the SAM Coupé, users are crying out for disks and tapes to load into their new machine. To fill the gap along came magazines on a disk and public domain libraries. We'll take a closer look at SAM PD next month but here NICK ROBERTS rounds up of some of the better disk magazines which have landed on the CRASH doorstep.

FRED

The *Fred* disk magazine is one of the most professional I've seen. High quality presentation coupled with an easy to use menu system and informative writing makes it really enjoyable. Currently on issue five, there has been a marked improvement from disk to disk. **Colin MacDonald**, the *Fred*itor along with the various artists and demo writers has changed *Fred* from having just a basic text menu on issue one to full colour menu screens and excellent drawings on the latest disk.

Each of the *Fred* disks includes demos, screens, hints and tips on the latest games and letters from users. The best of the disks is *Fred* 3. This includes an hilarious 'Pythonesque' demo from **Zenith Graphics** where a head grows feet and jumps off a conveyor belt to have various adventures. Brilliant. The regular review section on the disk is easy to use and even includes screen shots of some of the games. You can wizz through the menus looking for the piece you want with the simple forward screen, back screen controls.

Fred is an non-profit making disk magazine and it's out in the first week of every month from... **Colin MacDonald, 40 Roundyhill, Monifieth, Dundee, DD5 3RZ** for only £1.

SAM DISK

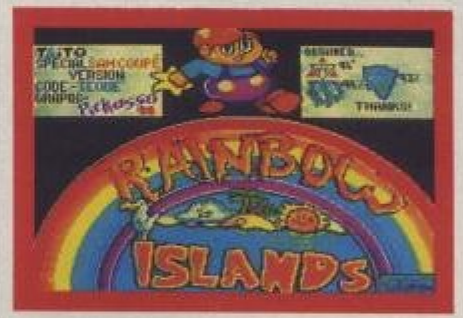
The first thing to hit you when you load up *SAM Disk* is the excellent presentation. Each of the menu screens has a really good headline drawn by **Steven** 'Picasso' **Pick**, the editor. It's just a pity the loading system isn't as enjoyable: each time it loads up the main menu section it asks for the drive number to be inputed, this gets annoying.

Issue one of *SAM Disk* isn't exactly packed full of material, most of the sections are just pleas for people to send in stuff for inclusion on a future disk, — understandable enough. The *Flash!* pictures on the disk include mock up loading screens for *Midnight Resistance, Rainbow Islands* and *Head Over Heels*, they're all pretty good. Other features of *SAM Disk* 1 are lists of SAM compatible Spectrum games, an adventure game and basic demos.

The main problem with *SAM Disk* is that most of the text is printed far too small. It's readable if you use a high resolution monitor but with a television screen you'll soon end up with crossed eyes trying to work out what it says. Available from... **Sam Disk, 20 Grove Road, Hoylake, Wirral, Merseyside** for £1.50 and a blank disk.

★ Weird city! It's a strange head with feet and a red nose taking a bath!

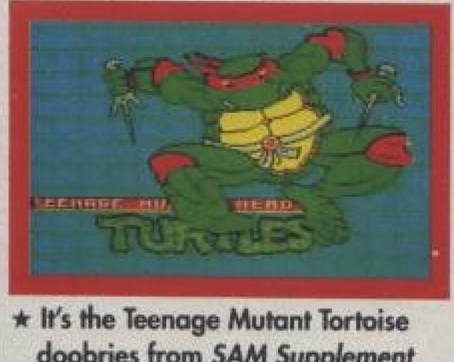




★ Wishful thinking from an artist on SAM Disk



★ Get out the suntan lotion! It's the girlie from *Fred* 4



★ It's the Teenage Mutant Tortoise doobries from *SAM Supplement*



★ The detailed borders make *SAM Disk* a joy to use!

SAM SUPPLEMENT

SAM Supplement includes some great screens and utilities, they're just presented in a boring way. All the text pages are just plain old black on white with tiny writing that's hell to read. Another annoyance is the animated curtain opening sequence that greets you when you load up. It's just about bearable the first time but when you've to re-load over and over again, you'd better have something hard to bite!

At the heart of the disk are some excellent utilities and screenshots. Issue one includes a disk utility. It copies, hides and erases files. The programs on the disk would be a great help to budding programmers too, they include such things as a program variable lister and sound effects for use in your own games.

SAM Supplement is aimed at the programmer more than the general SAM user. Don't expect fun presentation and jolly tunes because you just won't find them. It's available from... **SAM Supplement, B.D. Mumford, 57 St. Saviours Road, West Croydon, Surrey, CR0 2XE** for £1.50 per bi-monthly issue or six issues for £8.00. Members of the Spectrum Discovery club can get it free if they send a disk.

Next month, the low down on SAM Coupé public domain software, that's if my memory expansion arrives in time! Send all your letters, disks and tapes to this address... Newsfield, SAM Page, CRASH, Ludlow, Shropshire, SY8 1JW.


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Leonardo, the leader of the Turtles fights with a daisho weapon - play Blue and you could be him in this game!
With this game you could become...
The turtle with the colour of red is Raphael, who is famous not just for his sai fighting but for his jokes as well!!
If you pick Orange you must be a fan of Michaelangelo the Nunchuku turtle fighter!
The Purple player will fight with the Bostaff, because this turtle is the clever Donatello!!!
CALL 0898 404640
These lines are unofficial and have no connection with the featured characters or their business organisation.
Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT.
Voiceline, PO Box 1640, London, NW1 8NG. Please ask your parents permission before you call.

LIVE CIRCUIT

You can tell everyone's gearing up for Christmas because there are Easter Eggs in the local supermarket and you can get 'Soaraway Spanish Summer Savers for 1991' in the holiday shop. The festive spirit, eh? Well, from me to you, a very Merry Christmas. I know I'll be back with you before the holidays, but I'll be wittering about 1991 then. So what has the CRASH team got lined up for Christmas? Well, the Christmas party is on the horizon and we'll be drinking your health because it's you lot, the readers, which made 1990 one of CRASH's most successful years: 12,000 more monthly readers than 1989!! Worth celebrating!! We'll be back next month, everyone but me with a stinking hangover, with more Speccy thrills. In the meantime get your letters to me at: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. The best letter wins the writer £40 of software!

RISE AND FALL

Dear Lloyd
I can't hold back much longer as I am starting to get very worried at the tremendous increase in the cost of full priced games. It used to be normal to pay £5.99 for a game, then it went up to £6.99, then £7.99, and then £8.99. Now it stands at £9.99 (£10.99 games are appearing more and more —LM), with disk games, £14.99. This is a rise of £4.00 over 3 or 4 years. Surely, it doesn't cost a software house nearly £10 to produce a game from start to finish, and why the gap of £5 between disk and tape?

I also notice a large decline in the amount of Speccy games in the high street. Though the amount of budget re-releases coming out is increasing all the time and it's a great way of saving money and all are great value. Some of the budgets are better than the full priced games.

Finally the cover games are great. I mean, four complete games plus a mag, all for £1.85! It's well wicked! **CRASH** is in a league of its own as other mags can't even get one good game on their covers!

Malcolm Dunlop, Langholm DG13 0AW

Of course Speccy games have become more expensive over the years. You wouldn't expect people involved in producing software to be happy working today for the same wages they were getting five years ago? Even budget games have risen in cost over the years from a 99p/£1.99 price point to £2.99 today, and a lot of publishers are considering a new £3.99 price point. Do remember: it's not the software houses who are making £10 for every game — distributors and retailers take a hefty cut of the price too! You're right about budget software. The quality of original games has improved tremendously over the years and with superb re-releases around, buying budget software is a great way to build up your software collection. As is buying CRASH every month! Why not subscribe? At only £18 for 12



issues and a free Ocean game... (SNIP! Plug over —Ed).
LM

MORE PUZZLES!

Dear Mr Mangram
I am not at all happy with the stuff being put out for Spectrum computers. It's samey and frequently boring. We can't help the graphics, and of course there is only so much you can cram into the humble Spectrum program, but it seems to me there's a lack of inspiration running throughout most new games.

I also feel — speaking as an adult — that there's too much accent on the occult and on violence. I would like to see more really good puzzle-type games — those that are around do not seem to have enough variation, every level being pretty much the same as what went before.

I would like to see real-life situations such as you deal with in *Elite*, and I would like to see games which cater for us older folk. It's my fear that the likes of the Speccy will be less and less catered for as programmers flex their talents on the challenge of bigger machines.
Pat Reeve, Petersfield, Hants.

The Spectrum market is very much a youth one now, which is why there are many more games licensed from coin-ops and hit movies; though at least with film licenses you are getting an original game design. The software publishers reckon the older gamer, who was playing *Elite* five years ago is earning a wage now and therefore can afford the £400 16-bit machines where simulations and strategy games abound. Though puzzle games are in vogue at the moment and Ocean's trio of *Plotting*, *Puzznic* and *Pang* are well worth checking out.
LM

WHO'S TOPS?

Dear Lloyd
My friend and I asked 10 people in our class at school what their favourite games publisher was. Seven said **Ocean**. *New Zealand Story* is my favourite game, and two other people in my class think so too. The problem is, on the Amiga there are secret passages and I can't find any on the Speccy version and the time demon gets me for staying too long in one place.
Beth Waters, Laughton E.Sussex

Ocean **always has been a popular publisher — but is that everyone's view? We'll be asking all of you that next month as we print the voting form for the 1990 CRASH Readers Awards! As for secret passages in *New Zealand Story*,** DJ Nicko **reckons there are some, and you should check out the tips from issues 70, 71 and 72.**
LM

SILLY COW

Dear Lloyd
MOO!
George Lazou, London N2 9HX
PS. Bet that's dumber than **Anthony Hobbs**' letter!!!

Only just.
LM



Chortle! Chortle! **Lloyd Murphy** of Washingborough gives the Oli Bugs a pizza da action and wins a £10 software voucher!



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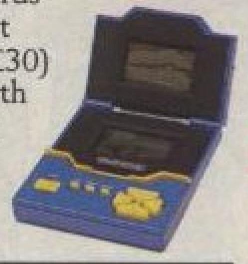


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Hur! Hur! It's the chopping block for the 16-bit machines in D O'Connell's
A £10 software voucher is in the post!

END FOR 48K?

Dear Lloyd
I've just purchased a second-hand 48K Speccy and then realised that the 48K was not on sale now. Is this true? If it is does this mean that no more software is to be manufactured for the 48K?
Duncan Lyall, Dunblane FK15 9AT.

Amstrad, the Speccy's manufacturer, only supplies the +2 now. Production of the disk-based +3 has stopped. But there are a lot of 48K machines out there and nearly all software publishers put out games that run on the 48K. Though, because of the ever increasing need for complexity in games, I expect that during 1991 we'll see a lot of 128K only software.
LM

EX-FRIEND!

Dear Lloyd
I totally agree with what **John Quinn** had to say in issue 78 about piracy. A few months ago an ex-friend of mine received a Speccy+2 for his birthday and a few days later he approached me with some 90 minute tapes and told me it was my moral duty to give him a copy of all my Speccy games, which cost me in excess of £500. I refused and he hasn't spoken to me since.

The price of software here in Eire is very expensive. In the software store nearby *The In Crowd* costs £27.99 and *Vendetta* and *Midnight Resistance* cost £18.99 a piece. These prices are outrageous, no wonder software sales are so low and piracy levels so high!
Daniel Nagle, Clonakilty Co.Cork

You were quite right to refuse. Your ex-friend would not only be robbing the programmers and publishers but also robbing your collection of its value. Software prices are expensive in Eire but why not use CRASH's very own efficient mail order service? We can supply any recently published game at a discount price! Give mail order queen Carol Kinsey **a ring on 0584 875851 for details! And Carol will be in contact soon as you have just won £40 worth of software from her vaults for your Letter of the Month!**
LM

TAPE TO TAPE

Dear Lloyd
I read issue 78 and agree with **John Quinn**. But I think the software houses are fighting a losing battle. How would they know who is copying? One way to stop them would be to stop making, and importing, double cassette decks, as having these is like asking for piracy.
Tony Goodchild, Colchester CO6 4QA.

The chances of preventing the manufacture of double cassette decks are remote. But the solution the software publishers have come up with is to release games on a cartridge format. This isn't happening on the Spectrum, but Both Commodore and Amstrad have released new consoles which take only cartridges, which cannot be copied, and Commodore's cartridges work on the old Commodore 64 too. Speccy games will, as always, be released on tape which, sadly, leaves them open to tape-to-tape piracy.
LM

HACKING AWAY!

Dear Lloyd
Picture the scene: me, an avid shoot-'em-up fan getting really fed up because a) I can't get past the fourth level on *R-Type* (even though I can get there without losing a life) and b) all my other shoot-'em-up games are too easy! (modest me). Then I bought my favourite magazine **CRASH** (creep, creep) and read what it said about *Satcom*. With me being a shoot-'em-up fan I thought 'Aghhh!!!'. But I loaded it up anyway, just to try it. At first I thought it was boredom city, but after two hours of code busting action I was converted. No longer was I a shoot-'em-up fan but a code cracking game fan! The moral of this letter is to try out different game styles: you never know what you might like! **CRASH** forever!
Stewart Walker, Solihull B92 8SR

Precisely! The spice of life has several varieties. Or is that the varieties of life are quite spicy? Erm... The spicy varieties of life are like a curry? Yes! The answer to life, the universe and everything is a big vindaloo.
LM

CRASH RAPPED

Dear Lloyd
I just had to write a rap about your cool mag **CRASH**.
*Since I read **CRASH** for the very first time.*
I kept on getting some real weird signs.
Signs that were saying that this mag was cool.
Signs that were saying that this mag would rule.

LIVE CIRCUIT

These cool **CRASH** *tapes don't linger about.*
When there's nothing to play they help me out.
Not one, not two, but four games to play, yeah with all these games its just play, play, play.

Jason Wedgburrow, Bromsgrove B61 8SJ.

MC Hammer, watch out!
LM

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FESTIVE HELP!

If you need help! or can offer someone help! this is just the place for you. Send in your problems or answers to the usual address. First bit of help! comes from A Samm **from Luton who has this bit of help! for music buffs.** 'I have some of the Z Midi codes for the 128K Spectrums which you might be interested in. The following 'Z' codes were used with a +3 and a Yamaha PSS-480 but I think any keyboard to standard Midi specifications should work. If you don't know, the Z command is one of the special play commands which will control any Midi instrument, and are used in the form of: PLAY "Znn" — where 'nn' is one of the numbers below. Please note some commands can only be used in certain modes of the keyboard. Z250: start rhythm, Z252: stop rhythm, Z192: voice one, followed by a second Z number, ie: 213 for that voice. Z193 — Z206 — voices 2-15 (as for voice 1). Z207 — Rhythm selection (as for voice 1). Also Y16 will play the drum beats on the PSS-480. If anyone else has any more can they tell CRASH and the rest of us.'

A printer plea for help! from Robert Crowther **from Batley. What's up, Robert?** 'Please can you tell me the name and price of any printers that are available for use with my 128K +2? Could you also tell me where I can purchase these printers because I like printing programs and designs.'

Unlike the +3 which has a proper printer port, the +2 features only an expansion port. What you need is a RS232 interface and then an RS232 lead to connect to a printer. There are a wide variety of printers and most have an RS232 input port. The best advice is to visit a specialist computer shop and ask for a demonstration of the printers in stock and they should be able to supply the necessary leads.

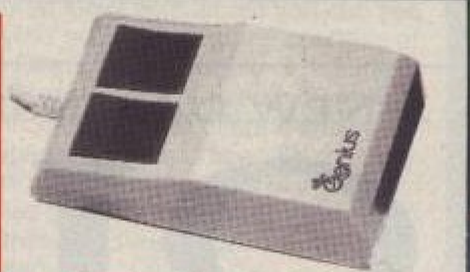
JETMAN SET FOR NEW GAME!!

● **Jetman**, **CRASH**'s resident loony cartoon star, makes his return to the Speccy in early 1991 in a great new adventure called *Solar Jetman: Hunt for the Golden Warship*!

Jetman has a new piece of machinery to muck about in — the **Jetpod**. Safely encased in this zippy little space craft Jetman has to bomb around 12 alien landscapes in a quest to find and rebuild his **Golden Warship**. He's armed with a brand new bang-stick, otherwise known as a laser gun, and additional bolt-on weapons can be bought from intergalatic shops. Gravity plays an important part in the game as it affects the power of the Jetpod differently on each planet, and be prepared to meet a host of weird and wonderful aliens!

The exciting new project is being handled by **Storm**, publishers of last month's **CRASH** Smash *St. Dragon* so it's bound to be red hot! The game has been designed by Jetman's creators **Rare**, publishers of *Lunar Jetman* and *Jetpac* on the **Ultimate** label. Commenting on his forthcoming adventure, Jetman said 'Yo! I yam Jetman! Hero of this here universe! And I yam goin' go in new game and go bwah! An' maybe go on the **CRASH** cover? Hoh? Ouh?'

■ **Don't miss Jetman's two-page adventure this month and find out how the idiot fares against the Teenage Mutant Headbanger Budgies!!**



DATEL GET MORE ARTY!

● **Datel Electronics** have taken its best selling *Genius Mouse* and *OCP Art Studio* package and made it even better by giving the interface a new custom designed **LSI Mouse chip** and now supply the *OCP Advanced Art Studio* package. Datel reckon they already had the most powerful mouse and illustrator system around but now, by using the new interface and *Advanced Art Studio*, the results from the new system are even smoother and more efficient. And the price? A snip at £49.99 — and that includes a mouse mat and a mouse holder (surely 'cage' -Ed)!

FANCY A TROLL'S BOTTOM?

● You do? Perv. Haw! Haw! No (seriously, folks), *Trolls Bottom* is just one of the play by mail games running at the moment thanks to **Games By Mail** (erm, what's a play by mail game? -the entire Speccy universe). **PBM** games are played using the post service. Once you've joined a game you send in your

HI-FIRE!

Gotta high score? We want to know about it! This is Hi-fire where you can announce your high score to the Speccy universe! Every month we'll be pulling a name from the Hi-fire hat each month and awarding the lucky scorer $40 worth of software!! So, play mean and get yourself a high score and send it, with a photo of yourself if possible, to: NEWSFIELD: HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW!!

TALKING HEDZ
30730000 Stephen Housemans, Whitehaven, Cumbria
27788000 Carole Johnson, Eastbourne BN22 8UF
23994000 Robert Shaw, Bridlington XO16 4NL
23188000 Gerard Danks, Exeter EX2 5UN
21768000 Matthew Catley, Ely CB6 1DD

STAR RAIDERS
100500 Ken Bane, Plymouth PL5 2SJ

ENDURO RACER
2373940 Alasdair MacLeod, Isle of Lewis PA872YR

EXOLON
9999999 Ken Bane, Plymouth PL5 2SJ

SOLARIS
11334000 Carole Johnson, Eastbourne BN22 8UF
3853000 Sarah Samways, Swanage BH19 2QW
3375000 Matthew Smith, Burton-on-Trent DE12 7EY

BOMB JACK
236950 Carl Kirsopp, Great Sutton L66 4HS

CHASE HQ
8159656 Daniel Nagle, Clonakilty, Co.Cork
5281639 Jack Steven, Darrel KA17 0BG

STARWARS
1968490 Daniel Nagle, Clonakilty, Co.Cork

SKATIN' USA
34350 Ryan Lewis, Southport PR8 4DL

RETURN OF THE JEDE
156232 Jack Steven, Darrel KA17 0BG

PACMANIA
216810 Glenn Williams, Workington CA24 2QD

SUPER STUNTMAN
74990 Ryan Lewis, Southport PR8 4DL

DEFENDERS OF THE EARTH
111700 Carl Roberts, Scarborough N.Yorks
75700 S Billington, Middleton M24 1TH

OLLI & LISSA 3
65310 S Billington, Middleton M24 1TH

AFTERBURNER
14688600 Douglas Chrystie, Banbury OX16 7UD
5858110 Mark Smith, Ipswich IP3 9LJ

RENEGADE
205500 Anthony Andrews, Bromley BR2 8AD

SPY HUNTER
163870 Douglas Chrystie, Banbury OX16 7UD

RAINBOW ISLANDS
14787981 Shane Glover, Doncaster DN5 0JT
12772350 Robert Philips, Pentyrch CF4 8QW

OPERATION WOLF
384378 Glenn Williams, Workington CA24 2QD

MISSILE GROUND ZERO
238100 Dominic Chung, Manchester M6 7WX

KEMSHU
30750 Dominic Chung, Manchester M6 7WX

DALEY THOMPSON'S SUPERTEST
103693 K Jackaman, Walsall W.Mids

3D PINBALL
166550 K Jackaman, Walsall W.Mids

ROBOCOP
412980 S Ecclestone, Gnosall ST20 0BP
400157 Thomas Lange, Pudsey LS28 8PE

SPACE HARRIER
10282560 S Ecclestone, Gnosall ST20 0BP

OUTRUN
144665340 Steven Haigh, Bodmin PL31 1EH
24974470 Thomas Lange, Pudsey LS28 8PE

SURFACE TENSION
76360000000 Jonathan Lawson, Sheffield S30 6JP

NEW ZEALAND STORY
1843600 Matthew Smith, Burton-on-Trent DE12 7EY



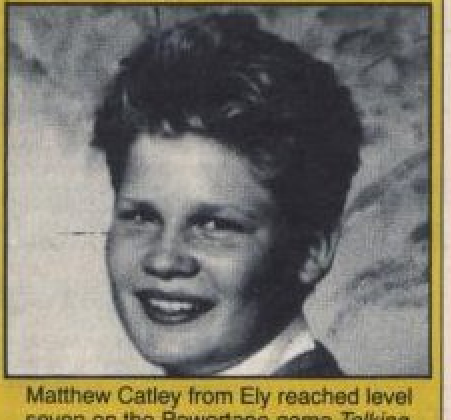
Ken Bane from Plymouth got hi-fire high-scores on *Exolon* and *Star Raiders* but reckons it was pure luck! Ken wins £40 of software for having such crusty old games!



Carl Kirsopp from Great Sutton clocked up 236,950 on *Bombjack*!



Sarah Samways from Swanage did well on *Solaris with a score of 3,853,000! Sarah does a good pixie impersonation!*



Matthew Catley from Ely reached level seven on the Powertape game *Talking Hedz*!

movement and action commands on a turn card. **GBM** then process your commands and post the results of your actions back to you. Then you fill in a new card with a new set of cammands and post that off — you don't need a computer, just a pen. You're not playing on your own: there can be a load of people playing the game at the same time as you, and they can interact with you. And that's it! A bit like a computer adventure game but you have more freedom!

Trolls Bottom involves playing against up to 70 other player trolls as you battle your way to rule the troll island. Other games include *Crisis* (a strategy war game as you attempt to gain control in a world war situation), *Star Cluster* (a game of interstellar conquest), *Trivia* (a quiz league game), the soon-to-be-lauched *Football Champions* (a soccer management game) and *Jet Ball* (futuristic sports game). You can get more details about play by mail games by writing to: **Games By Mail, 5 Town Lane, Little Neston, South Wirral L64 4DE.**

■ **1st Class** is the PBM games fanzine run by one of the country's leading PBM games companies, **KJC Games**. It features tips, fiction, previews, manuals, news, rule additions, tactics, RPG scenearios, hall of fame, letters and tons more and it's very well put together and printed. **KJC** also run six different PBM games: *Capitol* (a space war game), *Earthwood* (a fantasy wargame involving intrigue, treachery and conflict), *Dawn of the Ancients* (an epic battle at the dawn of history), *State of War* (American Civil War in 2000 AD), *Warlord* (a strategic war game) and **KJC**'s classic *It's A Crime!* game (gang warfare in New York city). Information on all **KJC**'s stuff is obtainable from: **KJC Games, Cleveleys, Blackpool, Lancs FY8 3LY.**

■ **RW Games** is running a PBM version of **D&H Games**'s *Football Director*. The game allows you to control the action of a football club supremo and tussle with the demands of fielding a winning team and all the backroom wrangles. You can contact the company at: **RW Games, 39 Berry View, Newsome, Huddersfield HD4 6LQ.**



LIVE CIRCUIT

CHART SENSATIONS!

● A combination of *Dizzy*, the *Quattro* packs and a host of original games have shot **CodeMasters** to the top of the software charts! At the end of September the Codies claimed a whopping 38% hold of the Top 40 chart with 19 titles placed, and are out-selling every software house with the exception of **Ocean**. Spokesman **Mike Clarke** said 'One in every four budget games sold is a **CodeMasters** title and I'd like to say a very big thank you to every one who's been buying our games!' Hurrah!

A FESTIVE PRINTER

(for people with a lot of dosh)

● **Citizen**'s latest 24-pin dot-matrix printer, the **124D**, is in the shops just in time for Christmas, retailing at £279 (excluding VAT), which is good value for a quality printer. And some lucky blighter, as you can see in the pic, is getting one courtesy of **S Claus Esq**. Capable of printing 120 characters per second (draft mode), the 124D offers a choice of typestyles, supports an 8K memory and comes witha parallel interface. Plus 3 owners can plug it straight in, others will need a Centronics interface.



WHERE IS CHASE HQ 2

● Last month we promised you a playable demo of **Ocean**'s *Chase HQ 2: Special Criminal Investigation* on the Powertape. The more observant of you will notice there isn't one (booo!). The reason is that because the game's so complicated it's taking longer to program than originally thought and might not appear in the shops until **January**! Keep you fingers, and all other available extremities, crossed for that *Chase HQ 2* demo in full soon.

COMPO WINNERS!

Another bumper crop of prizes are winging their way to the lucky winners of the recent clutch of compos. Are you going to get an extra Chrissie pressie courtesy of CRASH? Read on and find out!

CodeMasters' *Road Racing Action Compo* (issue 80) drew a sackful of entries. No wonder, with the brill prize of a **Taniya four-wheel drive Fire Dragon** (kit form) up for grabs! The first prize winner is **Simon Gould, Warrington WA5 2PJ**. Congratulations! The 20 runers-up who each receive a **CodeMasters** game are: **Steven Arthurs, Bristol BS14 0HU; Nicholas Wattery, Manchester M28 4TN; Matthew O'Sullivan, Oxford OX4 1PY; Joseph Moulding, Balsall Common CV7 7EX; Scott Edwards, Cheltenham GL51 6SD; Martin Henderson, Shetland Isles ZE2 9DS; Andrew Lloyd, Feltham TW14 8AW; Ian Simpson, Gosport PO12 4RR; Douglas Christie, Banbury OX16 7UD; Ursula Lednor, Rustington BN16 3JU; Andrew Gillham, Woking GU24 9PT; Stephen Atkinson, Towcest NN12 7RS; P Wroe, Halsall L39 8RH; Michael Sheldon, Streetly B74 3EE; Stuart Richards, Whitchurch SY13 2JB; Tony Goodchild, Colchester CO6 4QA; Christopher Povey, West Malling ME19 5PY; Andrew Gilliam, London SW1W 9JZ; Andrew Goaman, Hartland EX34 6AN; Martin Lesson, Bournemouth BH5 1DB.**

And now it's... Time for the results of the fish-slapping competition! How silly! No, it's the results of **Virgin**'s *Monty Python's Flying Compo*! The winner who gets the four **BBC *Monty Python's Flying Circus* Videos**, a copy of the game and a T-shirt is **Michael Thompsett, Portsmouth PO2 9QH**. The 20 runners-up who each get a dead parrot (a copy of the game, actually -Ed) are: **Luke Kavanagh, Worthing BN14 7BJ; Paul David Hornby, Ripon HG4 1PB; Toby Rutland, Stroud GL5 4QB; R D Fabian, London E15 4HH; John Riordan, Bishopstown Cork; Andrew Sherwood, Derby DE2 2BP; Andrew Hardy, Gillingham ME7 2TR; Ben Adamson, Whitby YO21 2NU; Robin Wilson, Weston-Super-Mare BS24 0UY; Chris Scarratt, Liverpool L21 1EW; Paula Southgate, Colchester CO4 3XP; Iain Cooper, Brightons Falkirk FK2 0TF; Tom Cleaver, Market Harborough LE16 7RE; Steven Wallace, Girvan KA26 0ER; David McLernon, Magherafelt BT45 5BP; Ian Davis, South Shields NE33 0NP; Andrew Le Madchand, Bridgewater TA6 7PA; Robert Downing, Princes Risborough HP17 0JP; Ian Samwell, Northampton NN3 4SH; Angela Motzkau, West Germany.**

Accolade's *Take A Look At My Speed Machine Matey Compo* was a bit on the corky side; with a fabby **Formula One Scalextric Set** as first prize it couldn't be less cork-like! The prize is hurtling down the track to winner **Nicholas Heath, Redruth TR15 2DR**. Hurrah! The 10 runners-up who each receive a groovy **Accolade** t-shirt are: **Tommy Vanner, Lisburn BT28 3EB; Stephen Naylor, Market Rasen LN8 3JU; Lucy Butler, Beaconsfield HP9 1XW; Ben Sunderland, Amersham HP7 0PX; Andrew Lewis, Shrewsbury SY1 3HR; Graham Hill, Nanstallion PL30 5JZ; F R Wiles, North Shields NE30 2DF; Alan Buxey, Portsmouth PO3 6JN; Steven Arthurs, Bristol BS14 0HU; Lee Stephenson, Spennymoor DU6 6JN.**

And that's your lot! Everyone is dreading judging the massive Panto Compos from this month's cover fold-out — not to mention the 101 winners of the turtely t'riffic Turtles compo! But with the billions of prizes up for grabs, there's never been a better time to enter CRASH compos!

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CRASH CHRISTMAS COMPO PANTOS



THE ENTRY FORM!

Here it is! The one-stop way to getting hold of the fab prizes on offer in the Compo Pantos extra stuck to the cover!
Simply tick the correct box for each compo you're entering and fill in your name and address. When you've done all that snip it out, or make a photocopy, and send it to: ***NEWSFIELD, CRASH COMPO PANTO GIVEAWAY, LUDLOW, SHROPSHIRE SY8 1JW.*** **The CRASH prize pickers go into action** on December 15 **so make sure your entry arrives by then. All the usual rules and stuff apply. The very best of CRASH Christmas luck to everyone!!**

SEGA COMPO
The correct answer is:
A) ❑
B) ❑
C) ❑

CODEMASTERS COMPO
The correct answer is:
A) ❑
B) ❑
C) ❑

OCEAN COMPO
The correct answer is:
A) ❑
B) ❑
C) ❑

US GOLD COMPO
The correct answer is:
A) ❑
B) ❑
C) ❑

EMPIRE COMPO
The correct answer is:
A) ❑
B) ❑
C) ❑

KIXX COMPO
The correct answer is:
A) ❑
B) ❑
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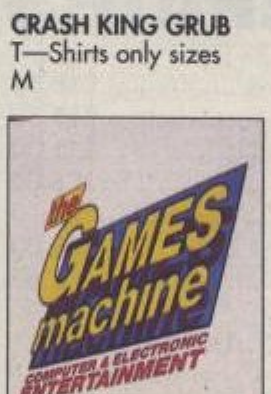
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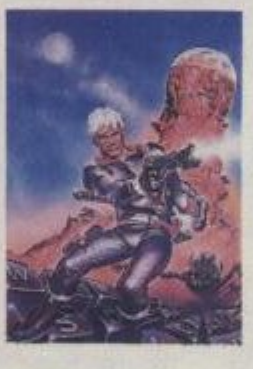
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I'm dreaming of a White Christmas, just like the ones I used to know. Those were the days, when Jim Reeves had a hit with that song and all pop stars had sensible hair cuts. Thank god it's all changed that's all I can say! Are you feeling festive yet? All this fake snow and the faint sound of sleigh bells — it's like going Christmas shopping at Woolworths.

I've got some pretty squillerilliant tips for you this month. There's the complete low down on *Midnight Resistance* including a map of all the levels, tips on *Rick Dangerous* and some super dooper stuff on that great Dizzy game, *Kwik Snax*. The £40 of software goes to Richard Lane for his *Midnight Resistance* map.

I'm off to hang my stocking on the mantlepiece now — I had a hell of a job finding one big enough to fit a new car in — never mind: I'll just have to make do with the usual orange and apple. Have a jolly good Christmas, and don't forget to send me all your unwanted limited edition Pet Shop Boys records that Santa will bring you.

Nick's PLAYING TIPS

KWIK SNAX

- (knife and fork) lets Dizzy eat up nasties.
- (?) bring another surprise.
- (bottle) turns all blocks into food (yum!) or eats up blocks.
- (30) yummy points!
- (B B) flashes the border and won't let you cross.
- (Z z z) makes Dizzy slower.
- (arrows) swops all directions over.

Anyone for egg sarnies? Mark Caswell **usually has some free after he's scoffed his dinner! This is the new *Dizzy* game, and for all those stuck on it here are some triffo tips.**

1. Push blocks to kill nasties whenever possible.
2. If a situation looks impossible, try to collect a sauce bottle, it could turn those stubborn blocks into luscious fruit.
3. On bonus screens pause the game straight away and plan the route you're going to take. Don't forget you can go off the screen one side and come back on the other.
4. Avoid the nasty icons like the plague.
5. Use the rest of the blocks in a line to protect you as you slide them along.

MIDNIGHT RESISTANCE

Festive tips and maps for another great game. This time it's *Midnight Resistance*. The following is compiled from letters sent in by Daniel Francis **and** Daniel Nutt **of Shoreham-On-Sea,** Richard Lane **of Solihull and** K Jackaman **of Walsall. By the way, does anyone know the cheat for this game, there is one in there but I've no idea how to access it.**

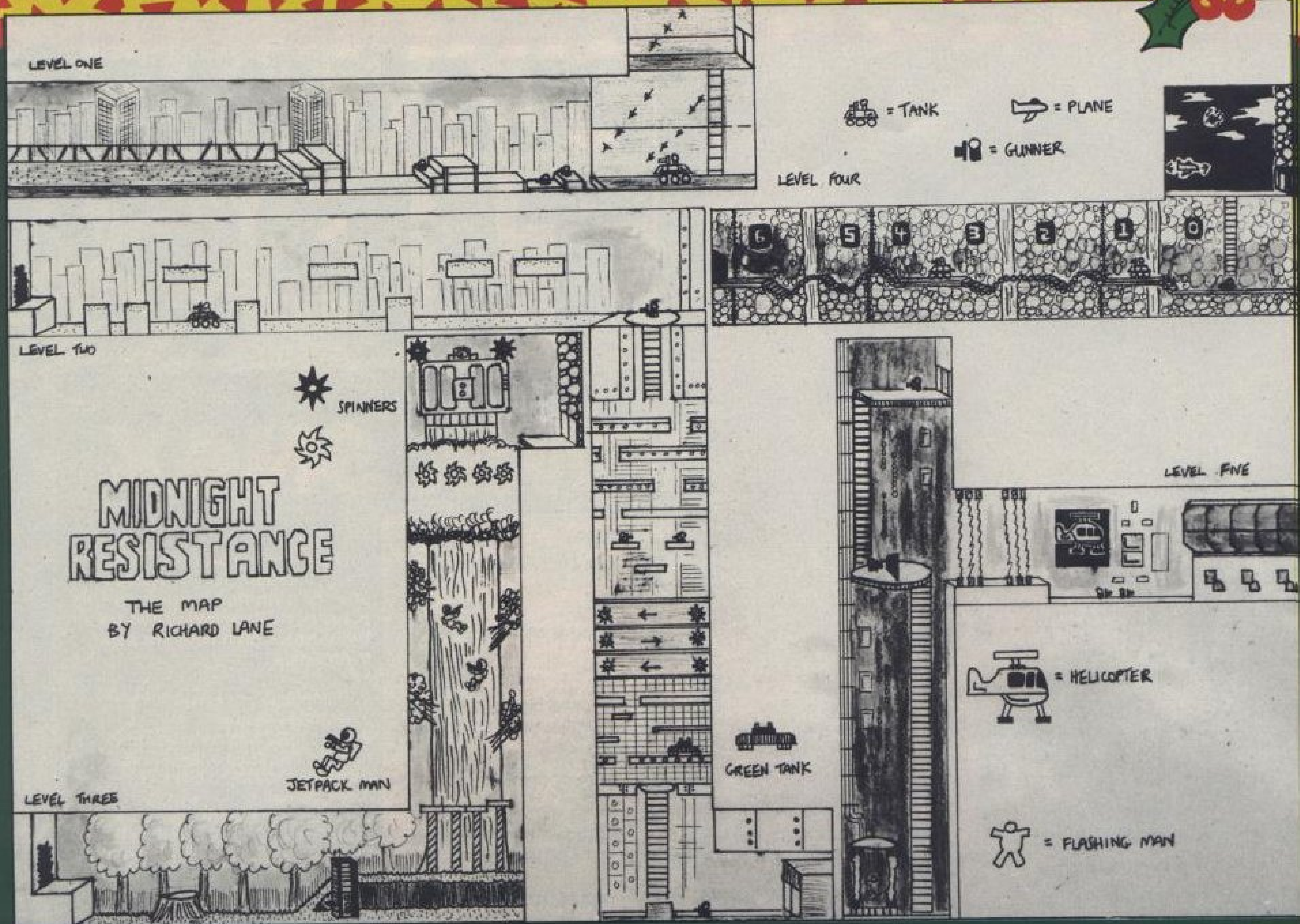
Level 1 Guardian
Keep to the left of screen and keep shooting. When the tank gets near jump up out of its line of fire.

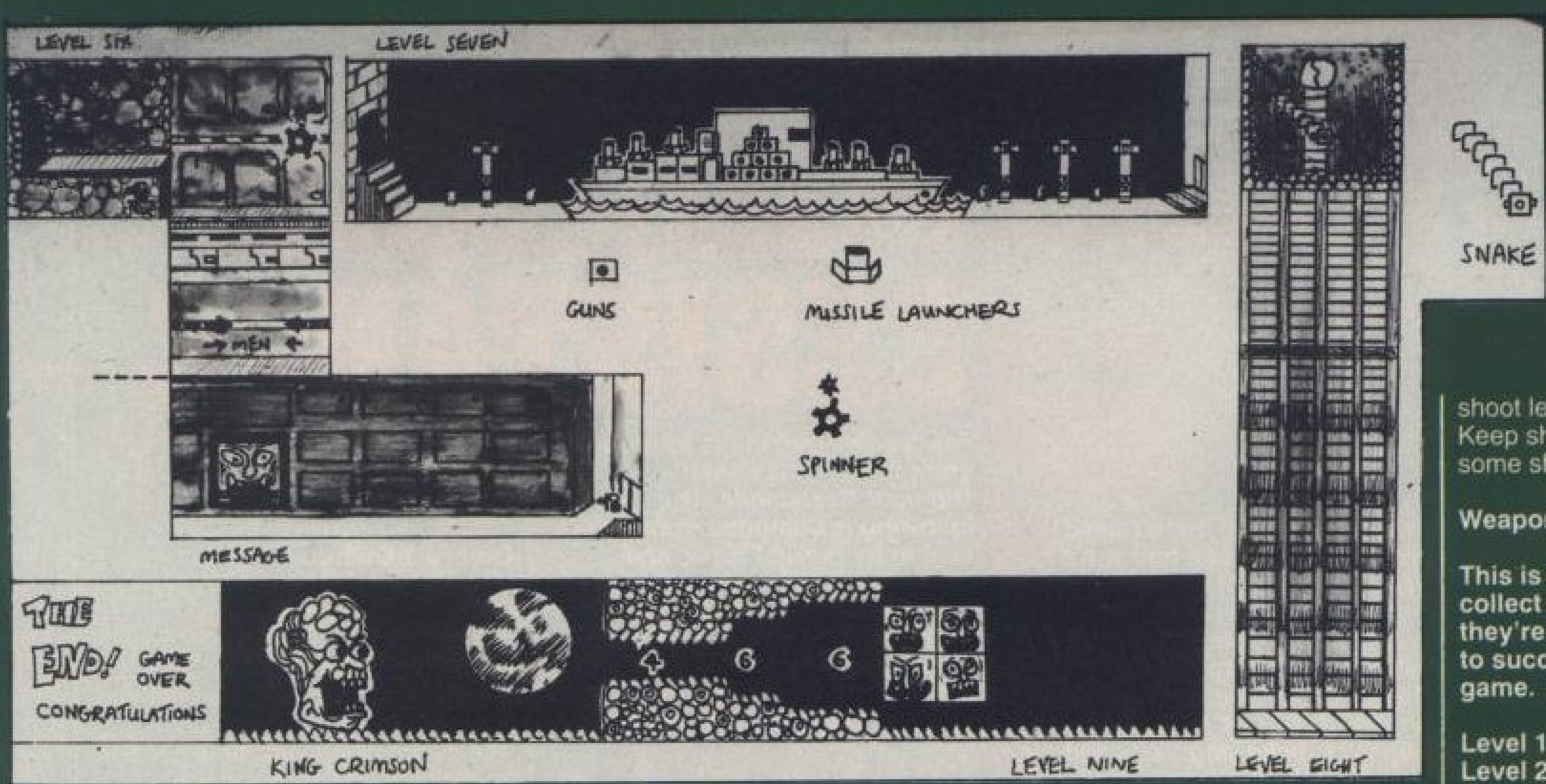
Level 2 Guardian
Keep to the top left corner of screen and keep using your pack weapons. When the guardian gets to the left and shoots a missile through the gap, jump across and it should die.

Level 3:1 Guardian
Use pack weapons and run from left to right shooting diagonally.

Level 3:2 Guardian
Stand in the bottom right corner and use pack weapons. When both wheels are destroyed stand just left from where you were and wait: when the eye shoots at the bottom right corner, stand under it and shoot up. Repeat this until it dies.

Level 4 Guardian
Move from left to right and use your gun and pack weapons. They should stop coming after you've done this for a while.





Level 5:1 Guardian
Lie flat in the bottom right hand corner and don't get up. Use your pack weapons and he should die.

Level 5:2 Guardian
Lie flat in the bottom right hand corner and shoot the generators with the three way. Then when they blow, shoot the man.

Level 7 Guardian
Run from left to right using pack weapons and avoiding the missiles, once all the cannon have gone the ship will sink.

Level 8 Guardian
Memorize its movement pattern and keep dodging it. Shoot with your weapon and it should die.

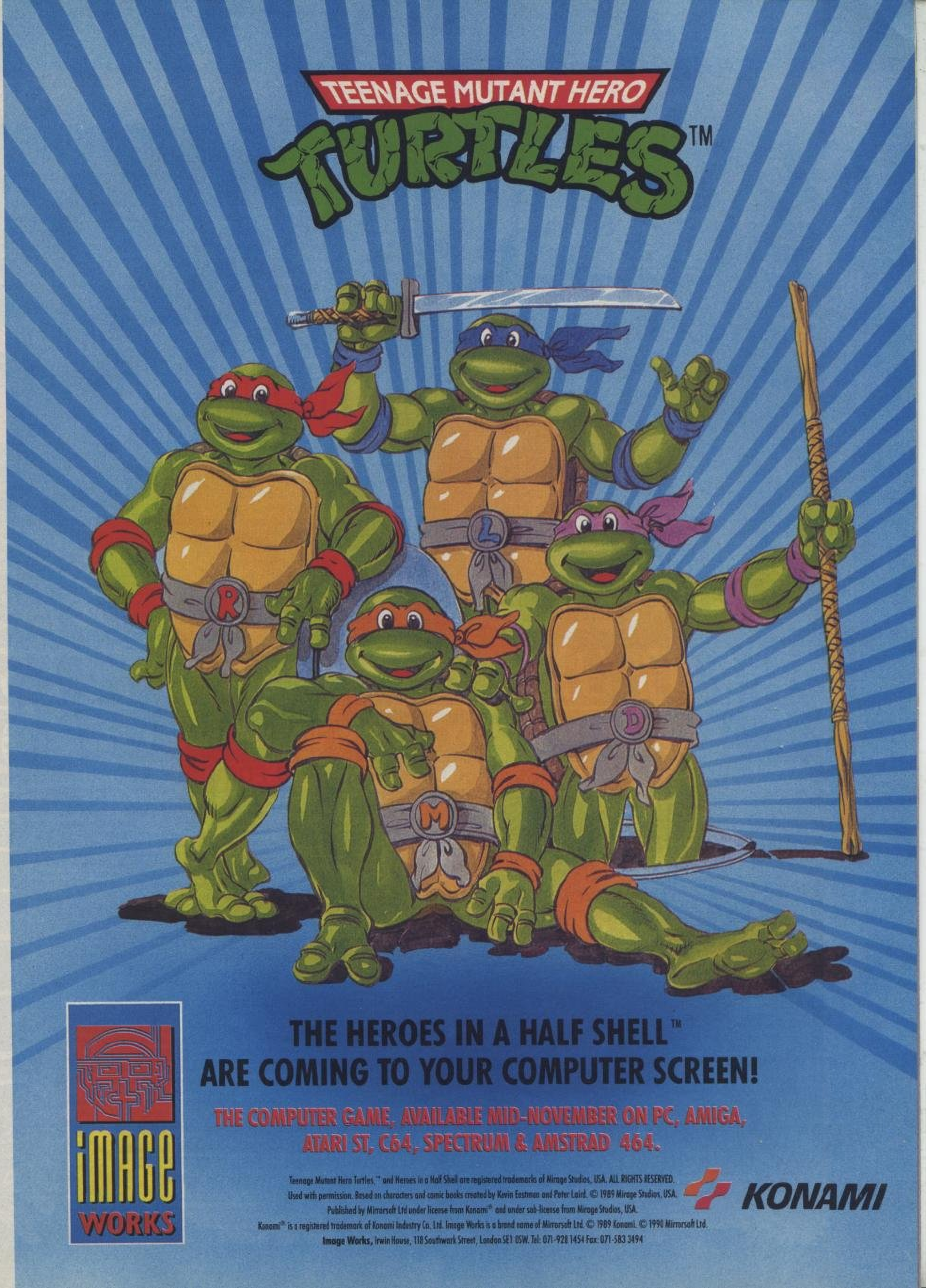
Level 9 Guardian
Stand in the bottom right corner and shoot left with the three way gun. Keep shooting maggots and take some shots at him when it's safe.

Weapons To Collect

This is a list of weapons to collect at the end of each level, they're essential if you're going to successfully complete the game.

Level 1 — 3 way and shower.
Level 2 — 3 way, bullets and 1 up.
Level 3 — Homing and 1 up.
Level 4 — S. charge and 1 up.
Level 5 — 1 up.
Level 6 — Homing.
Level 7 — 1 up.
Level 8 — Pot luck.

Don't worry about sometimes having two keys left over.



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SHADOW OF THE BEAST

This has got to be one of the best games this issue. To help you budding beasters here are a few tippets to stop you dying in the first few seconds. Next month I'll have the complete solution ahd map to the game (bet you can't wait).

1. Try to avoid the temptation of jumping everywhere. It may sound daft but it's amazing the amount of people who prefer to see the butch hero of a game bounding around like a kangaroo! If you do it in *Beast* you'll probably end up jumping into a nasty.
2. Don't go down the well. Doing this is a waste of time, you need a key and the door opens from the other side.
3. From the beginning move left not right. If you battle your way through all the nastiness to the right you come to the castle, but this has to be completed last of all.
4. Explore each section of the game and get to know where all the monsters come from. If you go back to that section all the same monsters will attack you again.
5. In the tree, don't attempt to battle it out with the big meany to the top/right. You'll be trapped by a large stone and Won't be able to defeat him unless you have the special weapon.
6. Wait patiently until next month for the solution if you get really stuck.

EGGHEAD 2

This is the game that's got Richard **in a spin. He just can't stop playing it, and its sequel *Egg Head II*. These tips on the cover game have come from** Ryan Lewis **of Southport.**

Room 1: First get top left key, come down and get three keys at the bottom, go back up, jump over the alien (collecting the key at the same time). Now go down and collect the two keys, jump up a few steps and collect the top right key.
Room 2: Go across and jump right, jump left and collect the key, jump right and collect the key (wach out for the triangular thingy), junp left, jump right, jump left and colbct the key. Jump right, jump over tle gap, keep going right until you ge key, come back again until at theedge of the steps, while alien is moving right drop down and walk rignt straight away, collect key at bottom, jump up carefully. Go back to the gap and drop down.

RICK DANGEROUS 2

Another great game and one that's going to be a BIG seller over Christmas. Here's the solution to the first level to get you started on the big adventure: grab your hat and get out there!

On the very first screen you may have got killed by the lasers shooting down from the ceiling: the thing to do is just run as fast as Rick's little legs can carry him and they'll all miss you. Now shoot the robot that climbs down the ladder and slide bomb the door to the far right. Go through and collect the bonuses.

Now go up the ladder and into the alien spaceship: don't hesitate on the ladder or you'll be barbequed by a laser. Climb up the next ladder but don't go all the way just yet. Wait and watch when the sparks fly by, time your moves so that you jump up from the ladder and duck to the left when the sparks stop. Go left

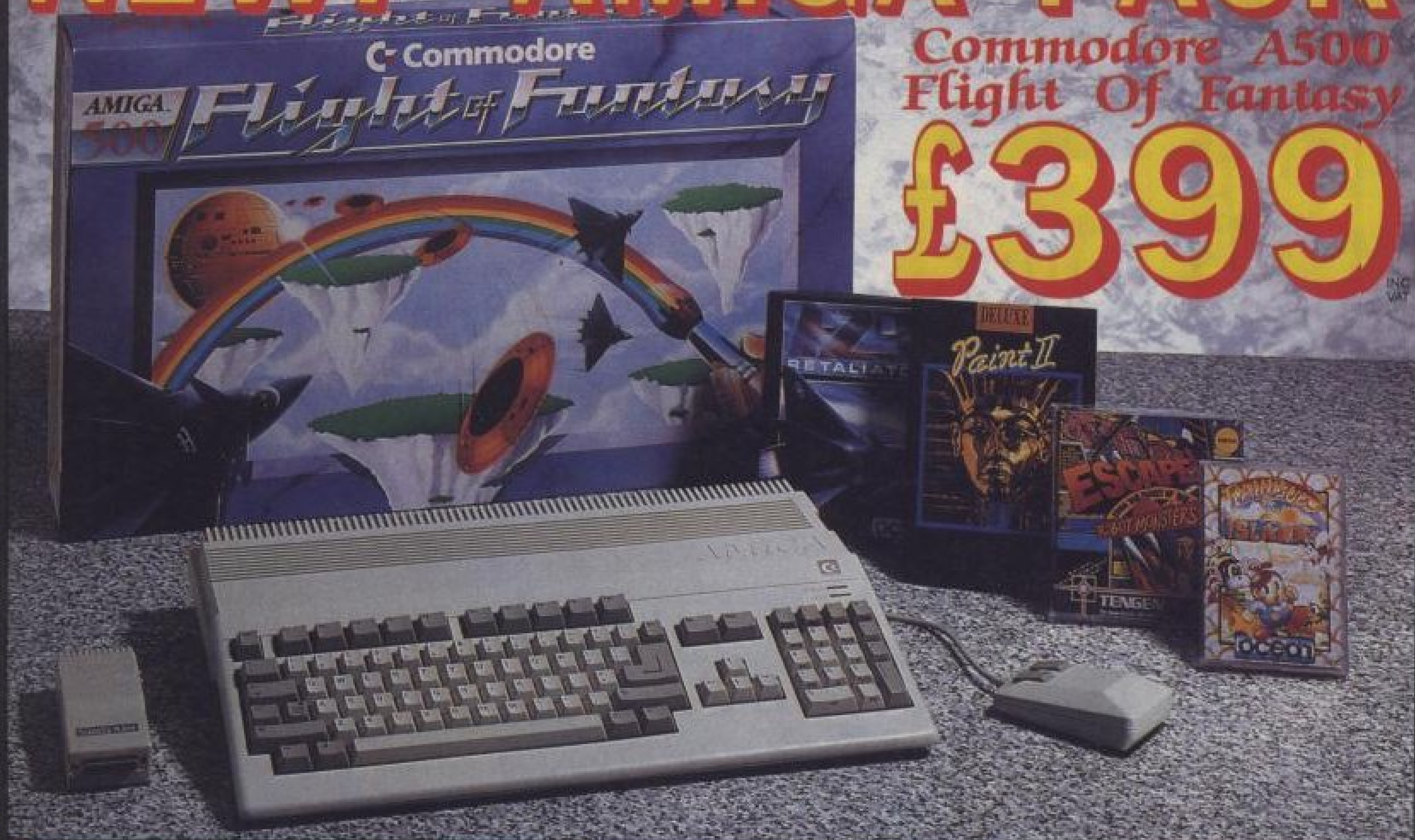
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and hit the switch on the wall. You'll have now turned off the laser to the right of the screen. Duck and move right. Stay at the entrance to the next screen and shoot the robots. Start to climb the ladder but jump back down before you reach the top, another robot will follow you down: pop him. Now go up and hit the switch to the right: this starts the lift. Jump onto the lift and duck, when you reach the top crawl off to the right and stay ducked. Jump up onto the barrels when there's a gap in the lasers: collect the bonus.

Now you'll have to jump onto the ladder to the right of the screen: notice where the arrow is pointing. DON'T TOUCH THAT SWITCH! It's a red herring (poo!): flick the switch to the left. Now go back down the ladder onto the barrels. Jump up and left, shoot the robot and jump up again. Bomb the walls in the passage (be careful not to bomb yourself and watch out above), slide a bomb for the second one. Go right and you'll be in another bonus screen: collect all the goodies.

Go left, through the passage. Jump up on the right hand metal pipe. A robot will start to come down. Let him drop off the end of the pipe and jump up and to the right. You can collect the bonus to the right by killing the bloke. Hit the switch on the left wall and a lift will come down. Jump on and duck. When the lift reaches the top crawl off to the right. Stand up for a millisecond and duck again. This will trigger a laser and will (hopefully) kill the robot. Now crawl left and go up the pipe. Go up and right, kill the robot. Jump up on the first platform, hit switch on right (this turns off the top laser). Now time your jump so you miss the laser and duck. Do the same again to go up onto the next platform. Jump on lift and hit the switch, jump off and to the left before the lift gets to the other side as it shoots back. Slide a bomb to the left and kill the robot. Go down and left.

Fall down, shoot the robot. Hit the left switch to turn off the laser. Hit the right switch to start lift and jump off to the right. Time your jump to the left to miss the sparks. Keep jumping in time to miss them and go off to the left. Shoot the robot, go down and duck, collect the bonus whilst still ducking to miss the laser. Jump up and left. When the lift comes up quickly get on and hit the switch on the wall: this will stop the laser and you'll go down. Duck and crawl right, go down, kill the robot, stay ducked to miss the sparks and collect the bonus. Go right, down ladder (watch out for sparks). Wait for barrel to move left past the ladder and quickly go down. Kill the robot and bomb the wall to the left.

Jump onto the first platform, jump onto the second platform and jump up onto the ledge. Bomb the wall and get back onto the platforms to miss the explosion. Go into the room to the left and collect all the bonuses. Now go back onto the platforms and jump up onto the ladder. Move up when the robot goes right, kill him. Go up on the lift and hit the switch on the left. Crawl right without hesitating to miss all the lasers. Jump up on the lift kill the robot and duck under the leak.

Go up the ladder, don't collect bombs, go up and bomb the wall. Go back down and collect bomb bonus. Go up, right and drop bomb, jump onto platform to miss explosion. Hit the switch and crawl right, go up on lift and jump of to the left. Dodge all the lasers (this is quite easy, honest!) and climb up the pipe. Kill the robot, wait for the barrel and jump over it (you can't kill it). Jump up on platforms and go to the far left one. Hit switch and jump on lift. Go left and duck under leak. Up ladder, right and up on lift. Wait for barrel to go underneath and run for it. Go right, jump up on lift, duck and collect bonus. Go down and kill all the robots.

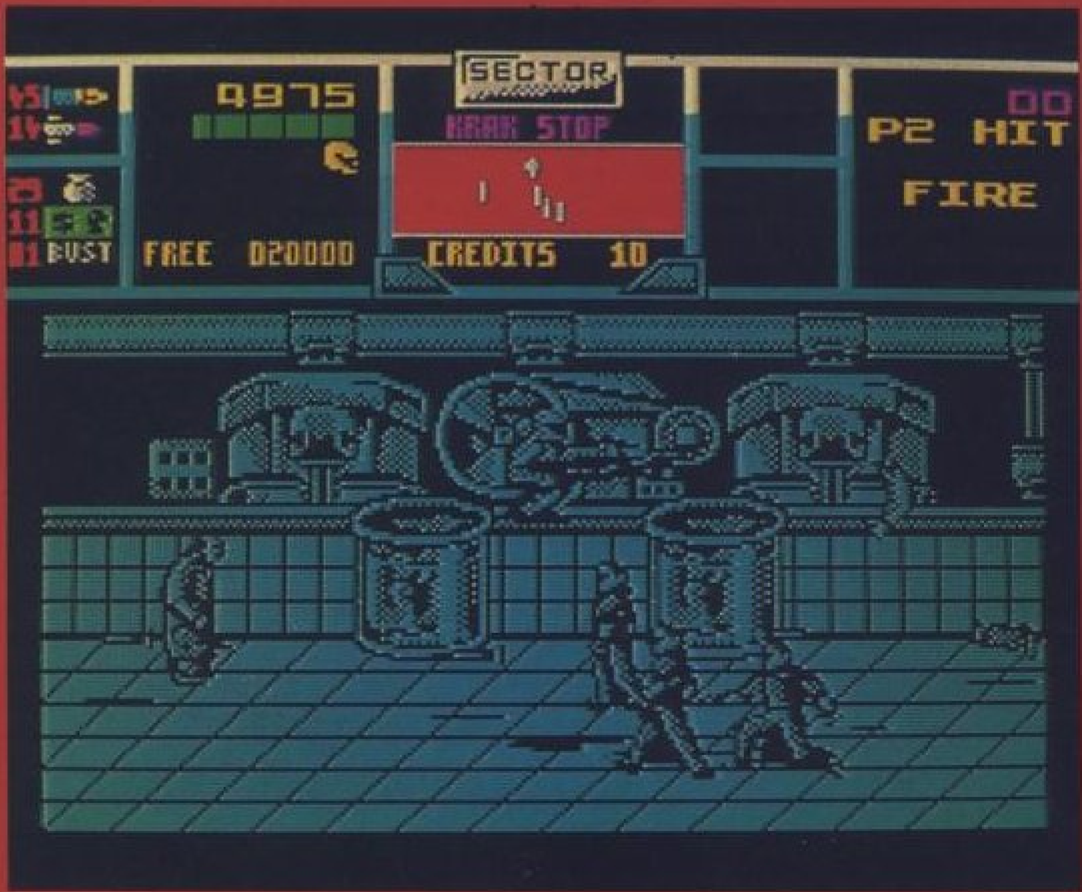
Jump up on ladder, hit switch to kill robot above, up ladder, up and left on platform, up ladder, up ladder, kill robot, bomb wall and go down and right to collect the bonus. Go back up and get on the lift. Hit the switch half way up to continue journey, crawl off to the right when it reaches the top. Go right and collect the bonus, go up the ladder, dodging the laser. Go left and stand on the barrel. When the spark has gone walk left and jump up on ladder. Jump up on the platform and duck. Get almost to the edge and jump to the right. If you time it correctly you should collect the bonus and grab the ladder. Hit the switch to the right and get on. Watch out for the robots. Go up the ladder, left, hit switch. Up on the lift, hit switch (I don't know what this does!), go right and wait for the robot, kill him, jump up on the far right of platform. When the robot goes left go up again. Go right and hit the switch, duck to miss the laser, go up on left ladder and right to complete the first level of *Rick Dangerous II*!

More solution coming soon, stay tuned *Rick* fans...

Right, I'm off to do some carol singing. I'll do anything for a bit of extra cash these days (well almost!). So if I come round to your house (you'll know it's me by the angelic voice) please give generously.
Please send anything in the way of tips, cheats, solutions and maps on any Spectrum or SAM games to the usual address. The best every month gets £40 of the top games around. Newsfield, Nick Roberts, Playing Tips, CRASH, Ludlow, Shropshire, SY8 1JW.


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NARC

Ocean ■ £10.99
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A CRASH Smash

Enter the world of junkies, punks, thieves and murderers and be thankful you're on the good guys' side in this action blaster produced by the excellent Sales Curve team (*St. Dragon*). Elite cop team Hit Man and Max Force have been assigned the job of destroying the K.R.A.K. criminal syndicate and protecting the innocent in this drug crazed world.

The cops you control have their special brand of justice. Armed with machine guns and rocket bombs their main objective is to blow away anything and everything they meet — although you can also arrest the drug dealers if you're feeling particularly nice. You start the game on foot and really have to work hard to avoid ending up in a body bag. If you survive to later levels, you'll be rewarded with a high powered sports car and specially equipped helicopter which are handy for quick getaways!

The action in *NARC* takes place in some of the worst places you could wish to go. Ghetto streets, abandoned warehouses, subways, and bridges all have to be cleaned up before going on to the ultimate showdown with Mr Big at the corporate crime headquarters. Seizing evidence is a great way to build up a bonus. Evidence is uncovered when you blast a criminal, they drop whatever they were carrying: usually it's money and drugs, if you're lucky it's a rocket to power up your weapons.

What really makes *NARC* special is the wide array of criminals you meet on your assignment. They all have different characteristics and weapons, right down to the vicious dogs that snap at your heels! The graphics and animation are stunning — especially when you blast a junkie with a rocket! Watch his arms, legs and head go flying all over the screen, bouncing when they hit the ground (yuk)!

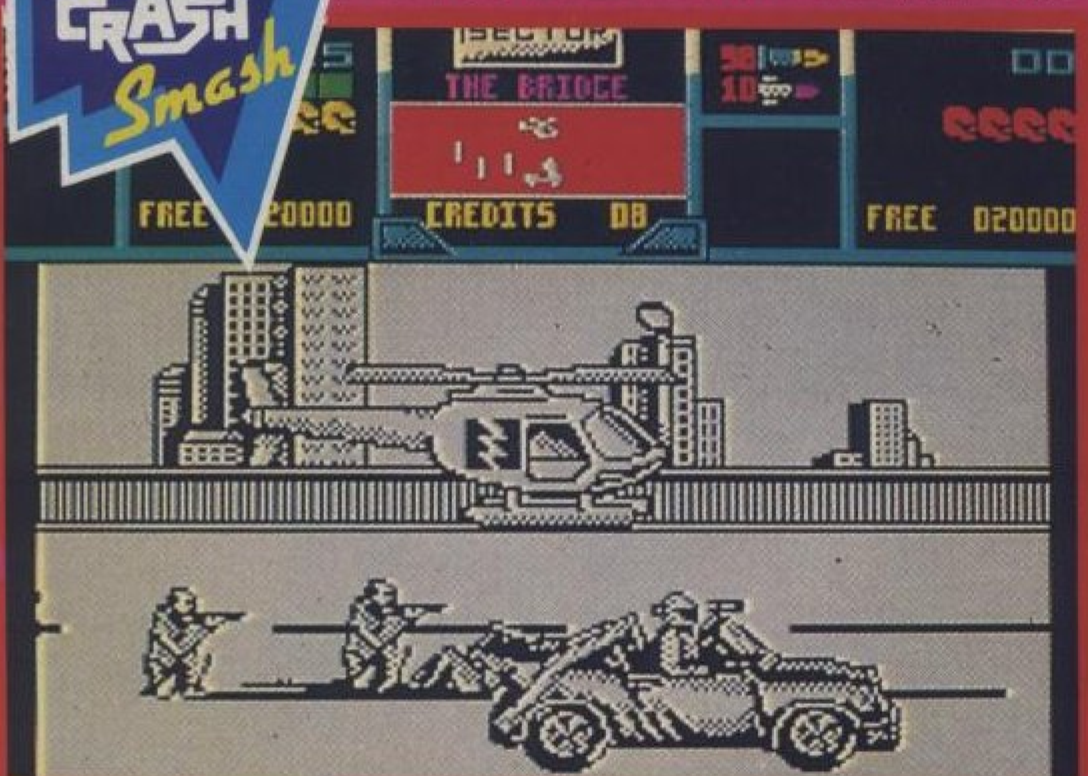
The game is a great success when you play it as a two player team too: you can help each other out — but be careful, you can also blow each other to kingdom come! You can wave goodbye to the boring beat-'em-up and say hello to the new craze in computer games — gratuitous violence simulator! At least it's all in a good cause...

NICK 94%

MARK Hah! This is what we want! Plenty of good old fashioned blood, guts and violence (steady on —Ed)! All credit must go to *NARC*'s programmers for doing such a brilliant job on the conversion of one of my all time favourite coin-ops. Sadly, due to the Spectrum's limitations, the game is monochrome but the attention to detail is amazing! The moving sprites are highly defined, as are the backdrops. Also impressive is the amount and variety of bad guys you're up against. They're all vicious but as you near the boss's mansion they become suicidal. Full marks go to Ocean for this rip, mangle and maim game!

95%





RATING

Action packed blasting fun — this one is going to make heads roll!

PRESENTATION	92%
GRAPHICS	94%
SOUND	87%
PLAYABILITY	93%
ADDICTIVITY	92%
OVERALL	95%



GUNBOAT

Accolade ■ £10.99 ■ £16.99

No prizes for guessing what *Gunboat*'s all about — it's a river combat simulation (hence the title!). You're the skipper of a PBR (Patrol Boat: River), and your mission is to destroy set targets in different locations. Your rank determines your location, and as you start the game at the bottom of the promotional ladder, your first few tours of duty are based around Vietnam.

There are four positions to fill on the boat: the pilot's seat, the bow gunner's seat, the engineer/midship gunner's seat and the stern gunner's seat. How can just one person fill all of these positions? Well, if you're in one of the gunners' shoes the computer contols the pilot. However, its steering isn't as good as yours, so try and spend as much time as possible in the pilot's chair.

The target is usually deep in enemy territory — miles up some of the most tortuous rivers ever seen. Continuous use of the map is advised because it's all too easy to lose your way; it's also very easy to walk into the enemy. Your gunnery skills are tested as you throw everything you've got at the tanks, boats and enemy troops that patrol the river banks. But a word of warning: make sure you've identified a target correctly because it's all too easy to hit civilians! And make every shot count because the enemy fire back, often hitting one of the crew.

There are three ways to end the mission: the successful completion of a task, the death of all the crew or you chickening out and returning to base (guess which one I did most!).

Gunboat is a tough game, so make good use of the practice options. I found the PB:R difficult to control at first, and hitting targets isn't easy because the waters are pretty choppy and the FB:R bounces a lot! Graphically, the game's good, especially the guns and pilot's cabin, though background sprites are unimpressive. Sound is also a bit of a let down with bog standard engine drone and whee, boom gun effects. If you have the patience for simulations *Gunboat* is for you — purist blasting fans may soon find their interest drifting elsewhere.

MARK 75%

NICK *Gunboat* is a strange simulation. These boats are some of the slowest vehicles you could possibly take control of, and that is what the game is... slow! You select your mission and have to manoeuvre the boat through the tiny rivers in the landscape to arrive at a target. When the target is destroyed you've accomplished your mission. I managed to get to the target, but about half an hour after the designated time! The graphics used on landscapes and enemies are not the best in the world. Most of the time you're attempting to steer through a mess of lines which are hidden by the window frame to make things extra difficult. *Gunboat* is a reasonable simulation of marine machines, but who wants to use them anyway?

59%

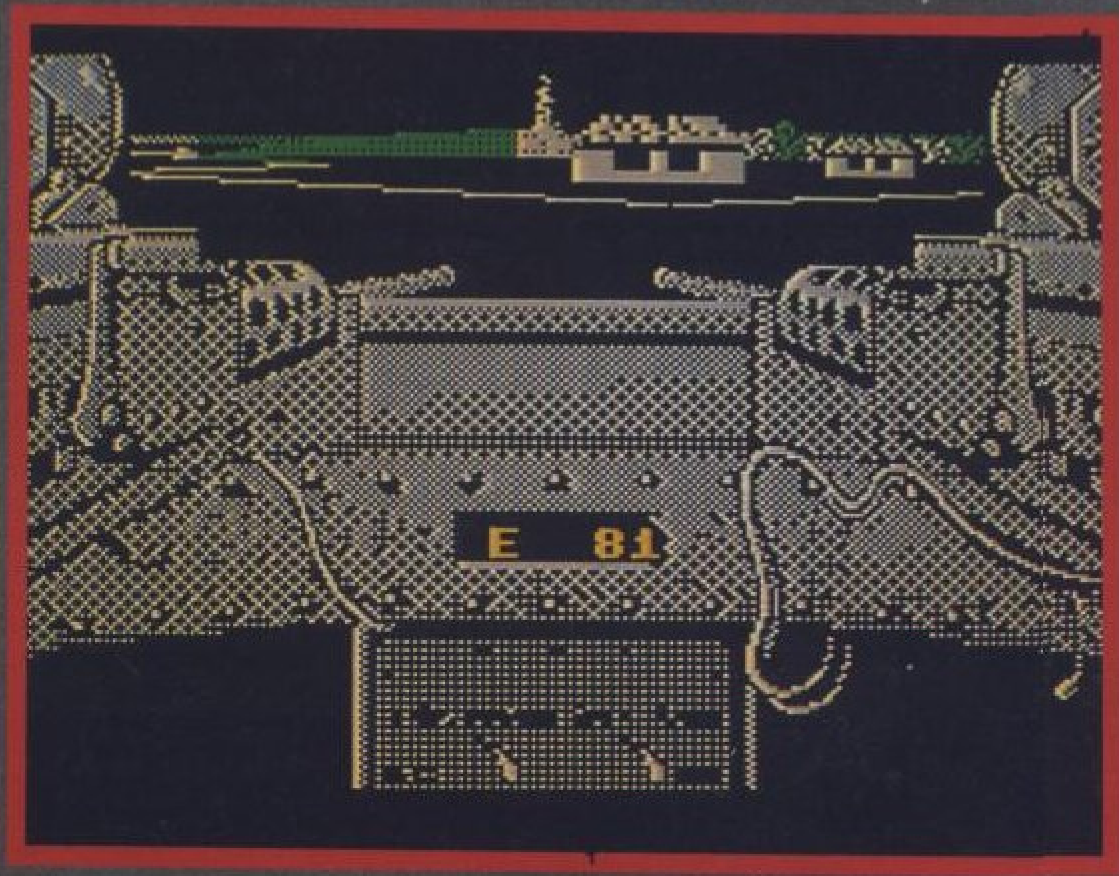
RATING

A reasonable simulation with appeal for aficionados only.

PRESENTATION	70%
GRAPHICS	62%
SOUND	54%
PLAYABILITY	65%
ADDICTIVITY	64%

OVERALL 67%





THE MANAGER

GTi Software ■ £2.99 ■

As a newly appointed manager to a fourth division team your task is a simple one. Turn these down and outs into top stars by taking them into the first division. Your contract lasts for ten years but, beware! If the management think you're not doing your best you can be sacked without warning.

So what options does this football management game have that the other billion don't? Well, the main one is that if you bring your team to the top of the first division you can save it out to tape. A new release from GTi Software is in the making: *Soccer Director*. You can load your team from *Manager* into the new one and continue their success.

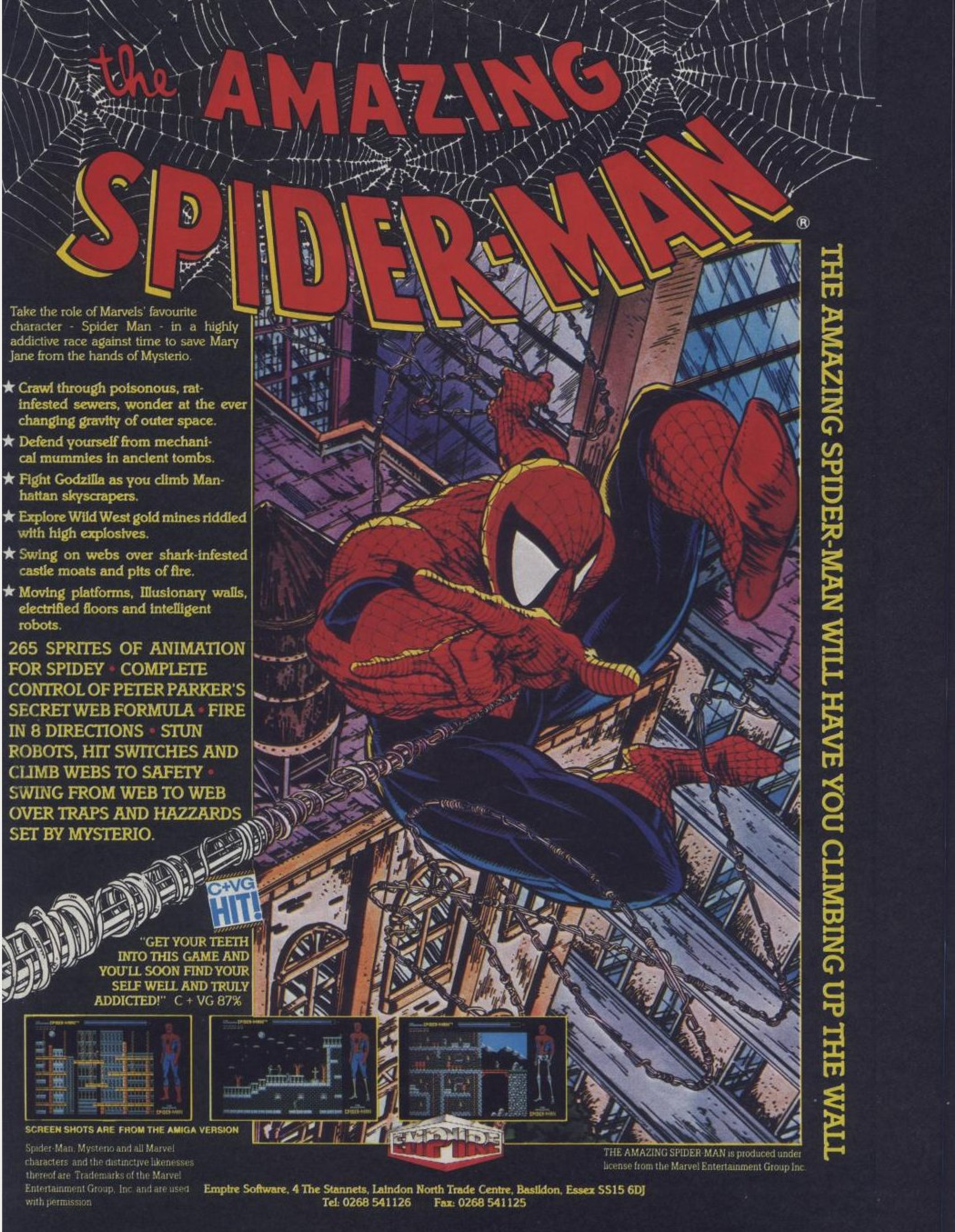
The Manager could have been brightened up with some graphics: endless text menus are not the best at keeping a player's attention. All football management fans will find this game interesting, being one of the first ones to allow you to carry on your winning streak in a future release.

NICK

RATING

OVERALL 59%


NARC
TM
NO-ONE HAD THE GUTS UNTIL NOW
NARC The arcade action thriller with the BIG finish.
Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION -
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YOU'LL DIE, BUT NOT LAUGHING!
Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big?...
No, he's MR. BIG!
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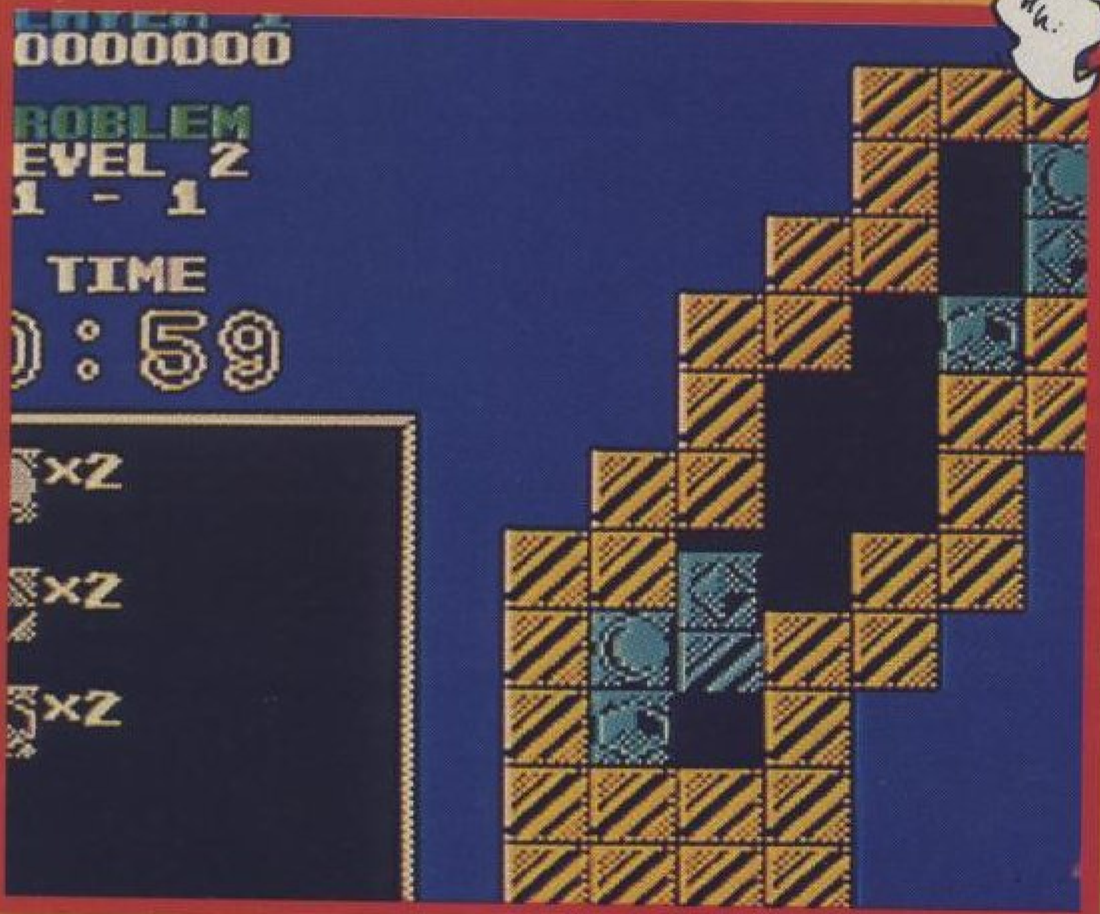


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PUZZNIC

Ocean ■ £9.99 ■ £14.99

If the puzzling *Plotting* had you ripping your hair out, *Puzznic* will make you go bald! It's another trip into the nightmare world of puzzle games and this time you work your way through eight levels of mind mangling puzzles, played against the clock.

As in *Plotting* the idea is to clear a screen of patterned tiles. Tiles are made to vanish by knocking identical tiles together. The staus panel shows how many of each type of tile there are to be destroyed. It's OK if there are an even number of tiles, but when you have an odd number to eliminate it gets tricky because you have to bring three together at once (dodgy because you can only move one tile at a time).

You can start on the first, second or third level. Each level has several sub-levels: level two has two sub-levels, level three has three, and so on up to level eight with eight sub-levels!

Though played against the clock, the programmers have been generous with the amount of time for each level. Most screens can be easily completed without running out of time. Strangely enough, the higher the level the more time you have — but the puzzles do get increasingly difficult.

The puzzle you must solve is contained within a walled area. In earlier levels the shape of this container is simple so you can get tiles easily from A to B. But, as the game progresses, a lot of thought has to go into moving the tiles around the confined and often tortuous spaces to solve the puzzle correctly.

Puzznic struck me as being very easy to begin with, but after a couple of levels it gets hellish! A great game that will no doubt keep me playing into the wee hours in my little padded cell for quite a while yet.

MARK 88%



NICK *Puzznic* is much better than *Plotting*. I could never understand what you had to do with your blocks in that! Things here are made so simple you can't go wrong (well almost), you just bring the blocks of the same type together to clear each stage. You need brains to play it — it's a real teaser and with its simplistic look, infuriating puzzles and tricky screen layouts, you're guaranteed to be coming back for another go!

72%

RATING

Straight jackets ahoywith another hair-tearing puzle from Ocean.

PRESENTATION	80%
GRAPHICS	75%
SOUND	70%
PLAYABILITY	82%
ADDICTIVITY	85%

OVERALL 80%

RUGBY MANAGER



Mastertronic Plus ■ £2.99 ■

Fed up with managing football teams? How about Rugby instead? This is a superbly presented management game. The objective is to put together the best players possible and take your team on to win the league.

The main screen has you sitting at your desk with objects around you. Pressing fire on these objects will select pull down menus with all options on them. This style of control is much better than the usual text only screens of management games.

Options available to all budding managers include player movement, transfers, team statistics, play matches, view divisions and in case things get on top of you, resign as manager! Unfortunately the section where you play a match takes you back to endless other management games: you just sit there and watch a yellow line go up and down the pitch. It's supposed to represent where the ball is! Information (which team scored, who got their head kicked in,) is listed screen bottom. *Rubgy Manager* makes a refreshing change from the endless football games and management fans will have a bit of fun playing it.

NICK

RATING

OVERALL 69%

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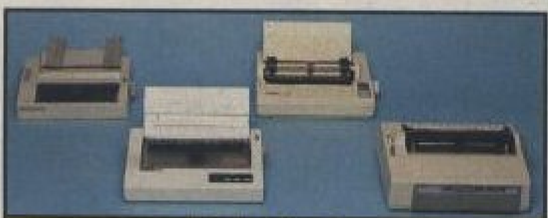
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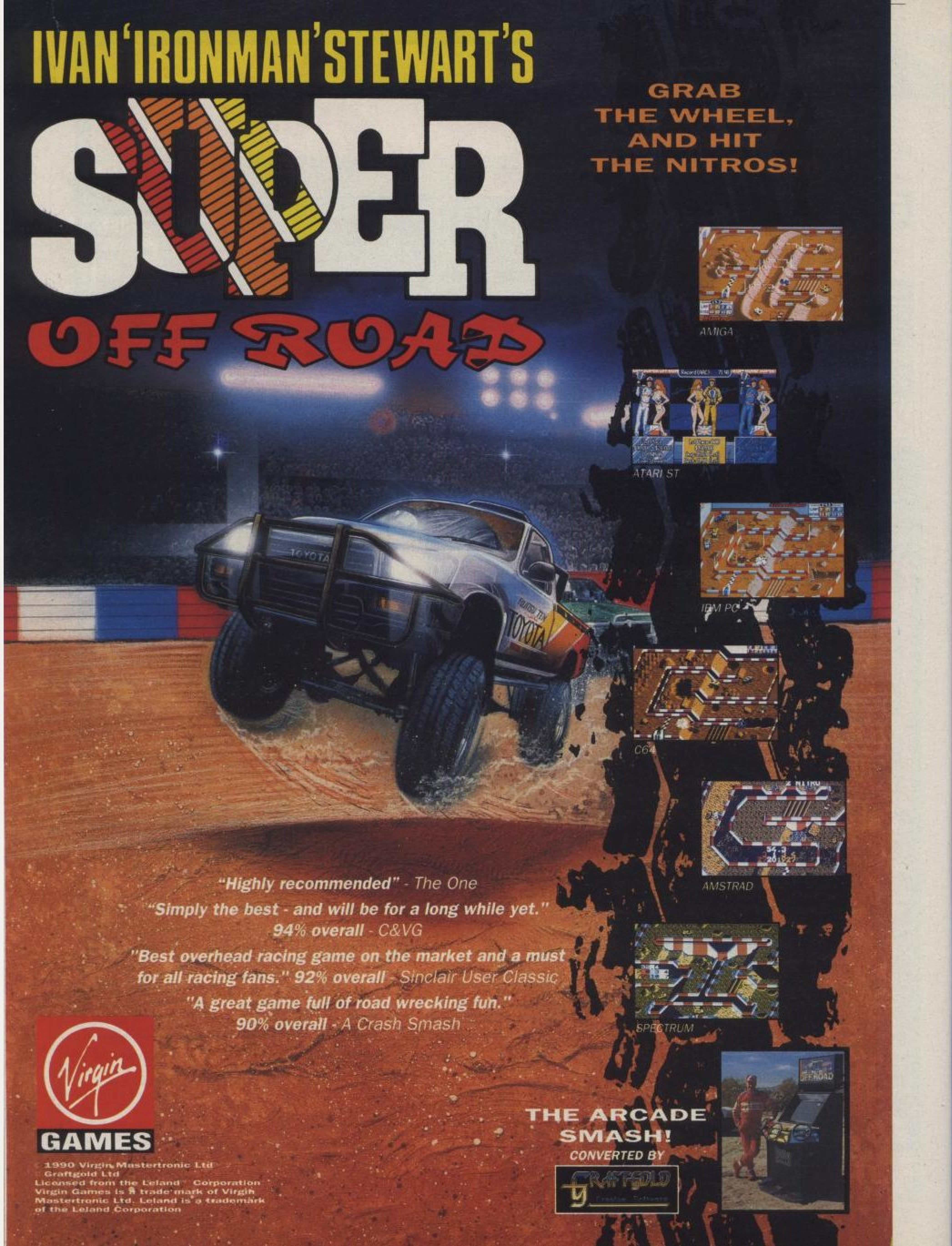
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SNOW STRIKE

US Gold ■ £10.99 ■

The year is 1997 and the worldwide drugs problem has escalated out of all proportion. The newly appointed US President attempts to push Congress into declaring war on the South American drug lords. Unfortunately Congress refuses but the President decides to send the troops in anyway.

There is one secret weapon the Americans have to defeat the drug barons with — the state of the art F14-LCB Cosmos Rapier. This aircraft can destroy all the drug installations and the transportation routes in one swoop, and you're the chief pilot!

Before starting a game you have a few selections to make: after entering your name and codename you get to choose the co-pilot. Each one can be reviewed on screen, along with a picture and their flying record. The skill level and weather conditions also have to be selected. Once all this is done you can get on to the missions. You get the choice between five carrier and five land based missions. One is a training option and the rest drugs busting.

Controlling the Rapier is pretty similar to other flight simulations — directional control with the joystick or keyboard and you have special function keys to perform the other aircraft duties, such as lifting the undercarriage or releasing the air brakes. It can be a bit complicated, so a training mission is a must.

Four types of enemy plane must to be blown out of the sky. The weapons available for the job include a machine gun cannon and two types of missile.

Don't be fooled by the title, *Snowstrike* is nothing at all to do with snowball fights! What the game boils down to is a basic flight simulation. You take off from a carrier or a land base and fly around looking for planes to shoot and drugs installations to blow up. The main screen display shows the control panel with all the knobs and dials and a forward view through the cockpit. You can also check what's attacking you from the rear. The landscapes you fly over are lacking in detail: most of the time all you'll see is cyan shading and the odd cloud whizzing past, though drug targets are well drawn when you find them.

I found carrying out the missions really enjoyable, especially having read the instructions and knowing what keys to press! Flight simulations have never been a roaring success on the Spectrum but *Snowstrike* is a really good effort.

NICK 68%

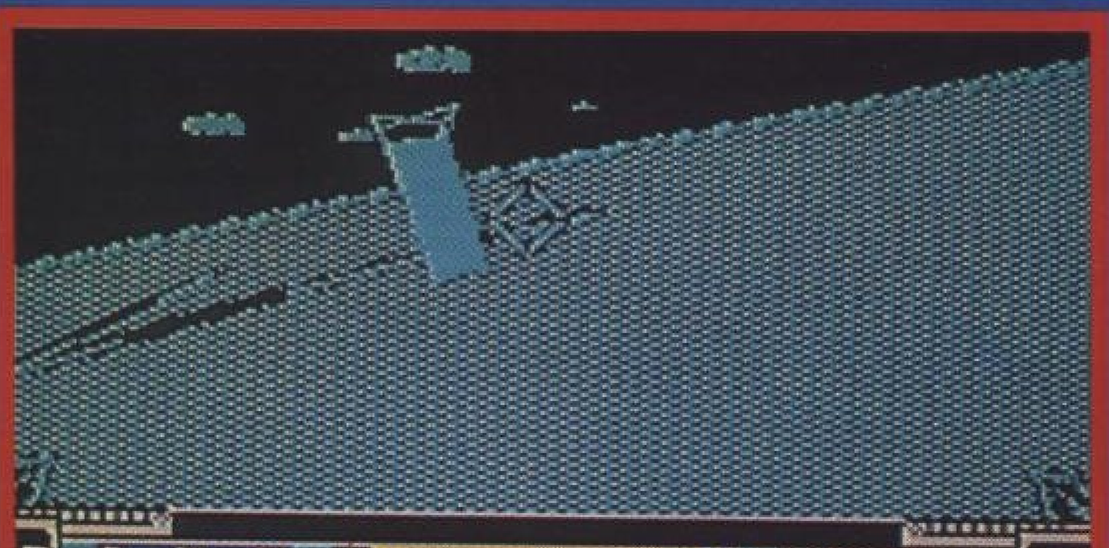
MARK *Snowstrike* is one of the most playable flight sims around — you can just start the engines and take off. In the air your computerised navigator's help is essential because he often warns you of incoming missiles, aircraft etc (although dodging them is another issue). Watching all the dials and meters is a tough job and for the first few missions I found myself dive bombing into the landscape! I'd have preferred a wider range of weapons and mission targets, but despite its limitations *Snow Strike* is surprisingly enjoyable.

70%

RATING

Not stuffed with action, but a playable flight game.

PRESENTATION	70%
GRAPHICS	66%
SOUND	61%
PLAYABILITY	66%
ADDICTIVITY	63%
OVERALL	**69%**



BARBARIAN 2



Kixx ■ £2.99 ■ re-release

Barbarian II's strong point is its graphics. Large detailed sprites on the main character and all the foes you hack and slay on your travels. Some of the sprites almost fill half the screen and they're all animated very well. Each screen is well coloured and there's some groovy music too. However, gameplay leaves a lot to be desired. Screen after screen of fighting the mutant monsters and jumping over streams soon gets repetitive.

You get four levels to play through: the Wastelands, the Caverns, the Dungeons and finally the Inner Sanctum of the evil Drax. Each level has about 28 screens with caves and huts you can enter. Mapping these levels is essential if you're to succeed. A basic beat-'em-up maybe worth having in your collection just to watch the great animation, especially when the large dinosaur munches on your head! Yuk.

NICK

RATING

OVERALL 71%

ADIDAS CHAMPIONSHIP TIE BREAK

Ocean ■ £9.99 ■ £14.99

Serve, lob, smash, they're all here in *Adidas Championship Tie Break*, Ocean's tennis extravaganza! *Tie Break* is full of selections for the player to make, giving you one of the most comprehensive tennis simulations yet. All this with TV-style presentation!

At the beginning of each game you have the choice of playing on either grass, clay or indoor courts. A single or doubles game is available: once selected you have to designate a major tournament to play at. Those available are Wimbledon, the Davis Cup or the French Open. The choices to be made don't end there though, there are six different racquets for your selection. Each is made from a light material and vary in weight, strength and type of strings.

Training mode will help out those of you who aren't budding Ivan Lendls. All the options of the real game are available and you have the choice of any of the six computer players as partners and opponents in a single or doubles game. They all have different statistics so you can have the ones best suited to your needs.

Tennis games on the Spectrum go back as long as the computer itself (anyone remember *Match Point*?).

MARK One thing I like about *Adidas Championsip Tie Break* is that you only have to decide which shot to play. I hate tennis games where you have to concentrate on moving the character as well. Graphically the game is pretty good, though the main sprites are seen from above so a head with arms is all that's visible. *Adidas Championship Tie Break* with its pre-game options and fast moving sprites is one of the better tennis games around.

77%

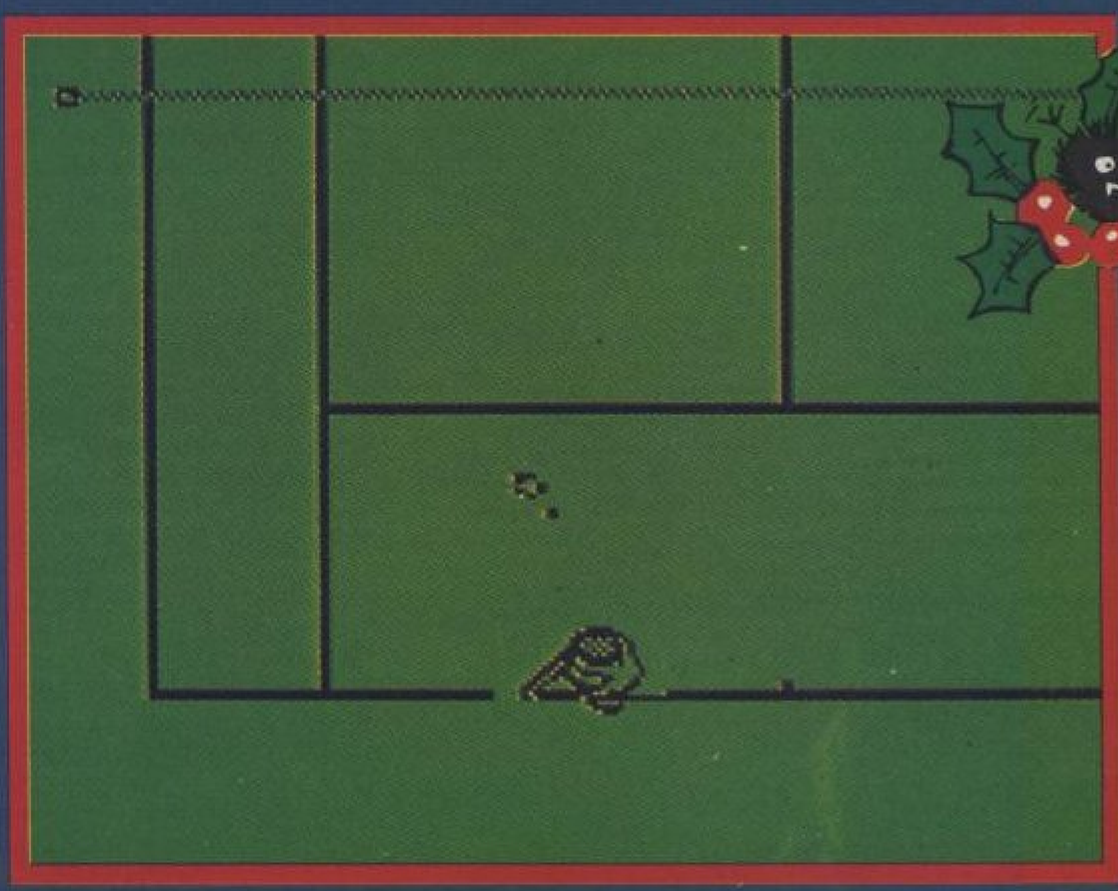
Tie-Break has excellent presentation: screen after screen of colourful, highly detailed options. But having made your selections you move out onto the court, and this is a real let down. The courts are all monochrome, the colour changing when you change from grass to clay or indoor. You play from an aerial view which is supposed to be 'as on TV'! Whenever I've watched tennis on the telly the main camera view has always been from behind one of the players, not from a seagull flying overhead! The wealth of options will give the game an advantage over many of the other tennis simulations, but this isn't enough to keep me playing for long. An average tennis game, nothing to jump the net about.

NICK 69%

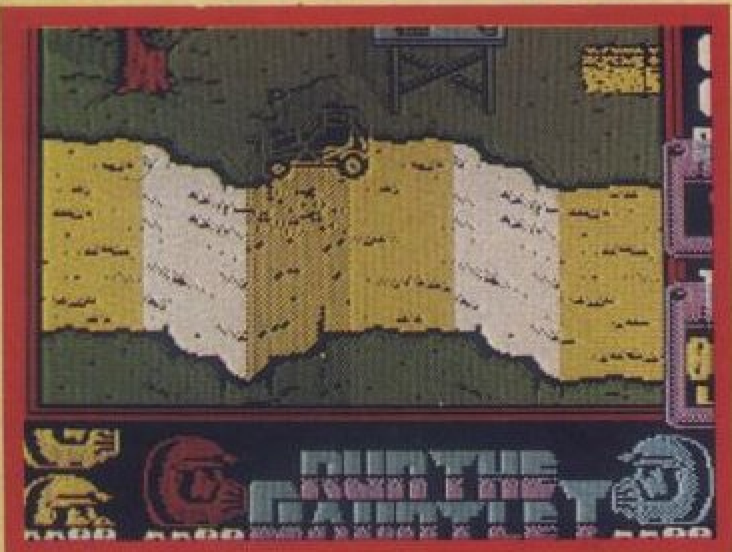
RATING

A reasonable tennis simulation with a host of options to cater for all tastes.

PRESENTATION	80%
GRAPHICS	77%
SOUND	73%
PLAYABILITY	69%
ADDICTIVITY	72%
OVERALL	73%



RUN THE GAUNTLET



The Hit Squad ■ £2.99 ■ re-release

This is probably the best conversion from a TV programme I've ever played. The action packed racing you see on the telly makes for even more action packed fun in the game. Choose the team you want to play and you're given a selection of courses to play: water courses, track and assault courses with a variety of vehicles to master.

The most annoying thing is the way the programmers have included explosions on every track. In the telly programme these are only special effects but in the game they blow you all over the place! The terrible multi-load is ruddy annoying too.

The road racing sections are my favourite: large animated vehicles zoom around the well coloured tracks. The water is a different story though, the sprites are much smaller and when you keep on bashing into things you soon wish for the end. The Hill or assault course has large sprites but the waggle left and right control method makes it a bit of a pain to play. *Run The Gauntlet* has its good and bad points but I'd recommend it to all racing fans.

NICK

RATING

OVERALL 78%

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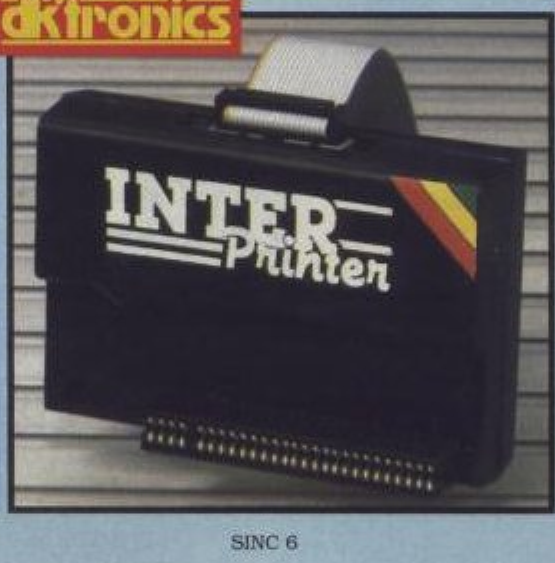
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SHADOW OF THE BEAST

A CRASH Smash

Gremlin ■ £12.99 ■ £15.99

For many years the evil Beast Lord has been creating strange creatures to guard his stronghold, and one such creation is after revenge. The hero of *Shadow Of The Beast* was once human, but was taken when still a child to the Beast Mages and transformed. Now adult, the creature remembers his human past and is determined to reclaim his true form: to do this he must enter the Beast Lord's stronghold and destroy him.

Before the final showdown you must travel through the wild and dangerous lands that border the Beast Lord's domain. Evil-minded creatures are out to stop you reaching their master. Your defence are your fists and your feet, but, as you travel along, items present themselves for collection: keys (to open locked doors), potions (different effects) and weapons. With every hit you take from the enemy your heart rate rises. If it beats too fast it explodes (not a very nice death).

Apart from the horizontally scrolling outdoor scenes, there are several indoor scenes which play like a platform game. It isn't difficult to spot entrances as the doorways are marked with a large arrow bearing the word Enter!

Shadow of the Beast is a classic piece of Amiga game and one nobody thought would, or could, be converted to the Speccy. I doubted whether the Speccy version would retain the action of the 16-bit original. How wrong I was! *Shadow Of The Beast* has all the playability of the original and the graphics, both the animated characters and the scenery, are wonderfully drawn and move well. But it can be difficult to spot an enemy attacker due to the mono background. Gremlin have done a first rate job in converting it: it's a wonderful arcade adventure and a well deserved Smash.

MARK 92%



NICK I was flabbergasted by the graphics of *Shadow Of The Beast* on 16-bit and was prepared for the 8-bit version to be quite disappointing. But this game is pure excellence! Not only have Gremlin managed to keep the looks and feel of the original but it's playable and addictive too! From the minute I started playing I was hooked: each section is packed with well-drawn backgrounds, the characters have plenty of smooth animation and there's some neat toe-tapping music, though it can't be turned off!. The monochrome display didn't spoil my enjoyment, but the monsters get hidden in the backgrounds: it's hard to prepare a punch when you can't see what you're punching! The game's a bit pricey, but, on the whole, worth it. I'll be playing late into the night!

93%

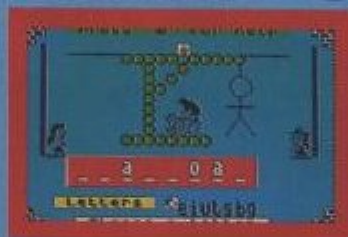
RATING

A remarkable conversion of a 16-bit classic: a winner!

PRESENTATION	90%
GRAPHICS	91%
SOUND	90%
PLAYABILITY	90%
ADDICTIVITY	89%

OVERALL 92%

HENRIETTA'S BOOK OF SPELLS



Scetlander ■ £9.99 ■ £14.99

Attention parents! Halloo out there! Remember how your delightful offspring conned you into buying a Spectrum? 'Awww, but it'll help me with my school work!' Remember that? Well, here's your chance to get your own back with Scetlander's latest learning game *Henrietta's Book of Spells*, designed to improve the spelling of 7-10 and 11-14 year olds. Like Scetlander's previous game *Hooray for Henrietta* (maths for 7-11 year olds), *Book of Spells* combines an exercise in spelling with a fun storyline and on-screen action to prevent any interest wandering off!

The story and animated sequences concern hopeless Henry who, as a result of being too happy for his own good, has been turned into a fat frog by the evil witch Morgana the Morbid. Only by correctly completing a series spelling games can Henrietta discover the magic word to return Henry to his human self.

There are five different spelling games to play: *Flash* flashes a word on the screen and tests the user's ability to memorise and repeat the spelling, *Complete* puts up a word with the vowels missing, the user has to complete the word, *Crack-it* is an alphabet-based code breaking puzzle, *Hang-up* is a hangman game and *Jumbles* tests the user's ability to recognise words from anagrams. The user can select to play the five games with words five to nine letters long. The editor is one of the most appealing features: this allows users to create their very own dictionary of words to implement in the game.

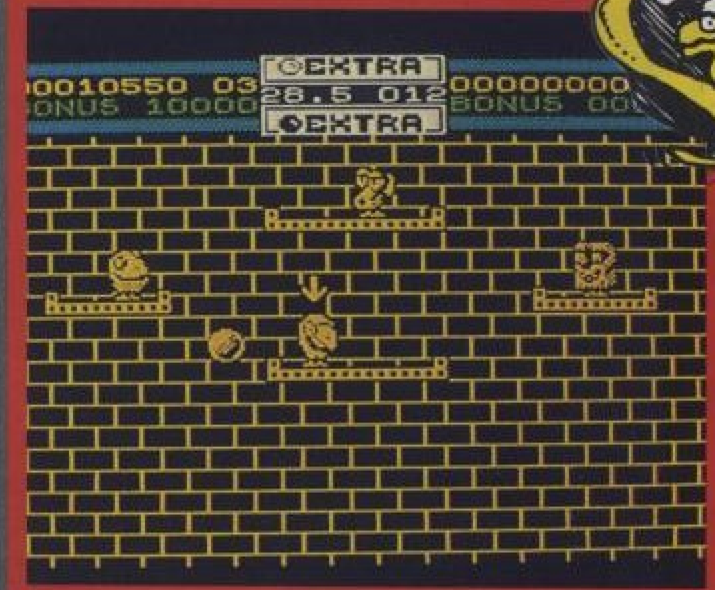
For the 11-14 year olds, the very basic graphics and animation within each game will seem pretty poor compared to the stuff they're used to playing, and the story's a bit soppy for them (the hard nuts!). However, *Henrietta's Book of Spells* works well and should appeal to the 7-10 year olds and improve their spulling, erm, spelling.

RICHARD 75%


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HELTER SKELTER

Audiogenic Software ■ £10.99 ■ £14.99



Cute little monsters, platforms and bouncing balls: what do you think this is a recipe for? Total and utter mayhem is the answer — but great fun too! *Helter Skelter* is a kind of cross between two classic game types: *Pacman* and *Breakout*. You take control of a ball and have to bounce it on the monster with an arrow above his head. If you get the wrong little devil it divides into two smaller ones — double trouble!

On the more helpful side are icons which pop up from time to time. These include warps to take you to the next level, time freeze, monster freeze and extra time. For an extra life you can collect all the letters to make up the word EXTRA.

Does all this sound hard to you? Well, it is. The ball is terrible to control when you first start and it'll take a lot of practice to master the controls. There are enough screens to keep you playing for a long while, some of which are only accessible in a two player game, but if you *do* get fed up you can always load up the screen editor. This utility allows you to make the game more challenging or much easier by designing your own screens. Monsters, platforms, backgrounds and colours are just some of the aspects you can play with, all selected using a simple menu system.

Helter Skelter is great to play, but some screens are graphically badly planned. The colours and patterns used on backgrounds make the monsters and balls very difficult to see and the time limits are a bit tight for my liking. The only real way to play it is as a two player team: this way you can each take half the monsters and get each screen completed in a fraction of the time. Luckily a password system has been included to save everyone tearing their hair out. And the first one is... Haw! Haw! You're not getting them that easily! You'll have to wait, I might print them in the Playing Tips if you're lucky.

NICK 83%

RICHARD *Helter Skelter*'s gameplay was designed three years ago, but it's still one of the most original games around. It's tricky to get to grips with the controls and make the ball go where you want at first, but perseverance is the name of the game. You'll be addicted in no time at all, and trying to complete just one more level could have you glued to the screen for ages! The action's fast and furious and your brain needs to be in top gear to complete some of the devilish screens, though most are easier than they look. Graphics are jolly, there's a lot of imagination gone into designing the monsters, but the occasional backdrop is overworked, too detailed, making it tricky to clearly see what's going on. Apart from that, and the pretty hefty price tag, *Helter Skelter* is a hell of a lot of fun!

85%



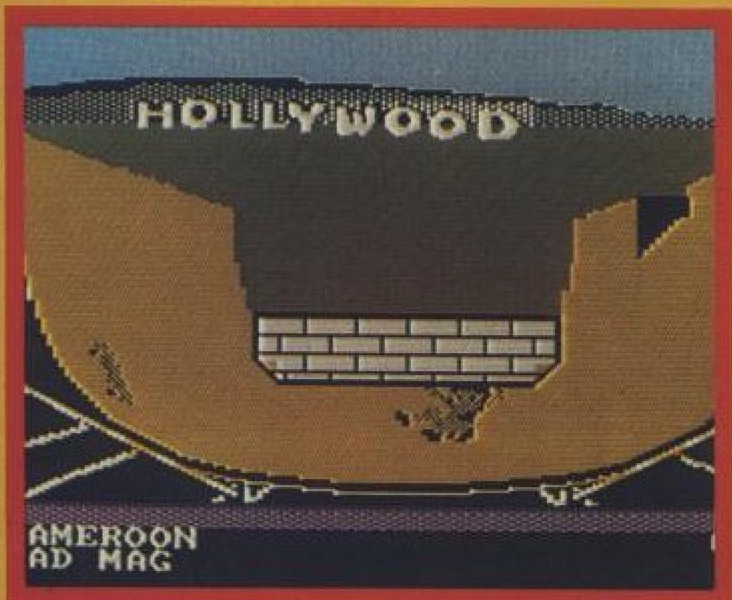
RATING

Fast and furious, addictive — but pricey

PRESENTATION	81%
GRAPHICS	81%
SOUND	79A
PLAYABILITY	82%
ADDICTIVITY	83%

OVERALL 84%

CALIFORNIA GAMES



Kixx ■ £2.99 ■ re-release

Enter the world of West Coast sports in *California Games*. All that sun, sea, sand and six of the best sporting events, all designed to set your pulse racing. Choose from skateboarding, foot bag, BMX bike racing, surfing, roller skating and flying disk: something for all tastes.

Each event is multi-loaded one at a time if you play through the whole game at once, but there's also an option to practice so you can continue playing as long as you like. Graphics are not as good as they could have been but this doesn't spoil the atmosphere.

Some of the control methods are a little complicated, on the skateboarding section especially. Combinations of keys have to be pressed to perform various stunts for points: a lengthy read of the instructions is essential if you're to avoid falling off at the first attempt. A good alternative to all those endless track and field sports simulations.

NICK

Overall 69%

RATING

OVERALL 69%

Gazza II



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KICK OFF 2



Anco ■ £9.99 ■ £14.99

If it's not the World Cup it's the football season that brings out a spate of football games! They never stop coming! As usual the first battle is with the option screens, where you choose to play a single game, league championship, cup tournament, international friendly or practice. You can then change the in-game options: duration of game, type of pitch, skill level and wind.

Each player has a mixture of four attributes and skills: pace, stamina, aggression and resilience. The mixture of these four determines the performance of each team member on the pitch, but if you aren't happy with one particular player, two substitutions per game are allowed. Whichever team wins the toss chooses to play either up or down the pitch — viewed from above with the now familiar 'head with arms' players. The character under control is highlighted, though the other members of your team are semi-intelligent and follow you around the pitch. As in the original *Kick Off*, fouls, throw-ins and corners are included, and on the disk version an action replay option allows you to see your goals in all their slow motion glory (provided you score of course).



If the score is drawn at the end of the second half and the extra time option is enabled, you play on. And if the score is still undecided after all that, a sudden death penalty shoot-out is played. I wasn't impressed with the original *Kick Off* and I must admit this sequel does little to fire my interest in soccer games. The worst culprits are the character sprites: it's sun shades ahoy time because the two teams violently clash as they meet (and I don't mean a punch up). The character you control seems to have a mind of his own — I very often found I had little say in sprite control.

MARK 55%

NICK *Kick Off* on the Spectrum was not exactly a resounding success and *Kick Off 2* looks set to follow in big brother's footsteps. The game has all the options of the original 16-bit version, the only thing that makes the games differ are the graphics and speed. The tiny players, viewed from above, skuttle around the pitch attempting to kick the ball. Their colours clash whenever they meet, making a screen shot from the game look more like an abstract piece of modern art (don't be fooled by the beautiful Amiga screenshots on the packaging!). What really annoys me about *Kick Off 2* is the control options. I wanted to play a two player game with one player on joystick and one on keys. You just can't do it. Both players have to cram their fingers onto the keyboard! *Kick Off 2* is no real improvement over the first game.

53%

RATING

No real improvement over the original bar the replay option — on disk version only

PRESENTATION	60%
GRAPHICS	40%
SOUND	45%
PLAYABILITY	42%
ADDICTIVITY	48%

OVERALL 54%

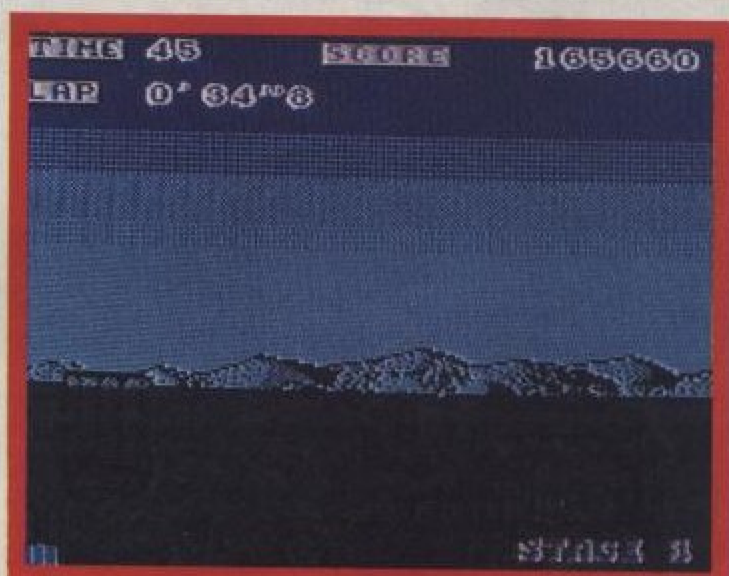
OUT RUN

Kixx ■ £2.99 ■ re-release

Become a real speed demon and put yourself behind the wheel of a classy sports car in *Out Run*. Race through five stages (out of a possible fifteen) of tyre burning mayhem against trucks, maniac Volkswagens and other road nutters! Your car has only the two gears, high and low, and careful use of these is needed to survive some of the bends and twists.

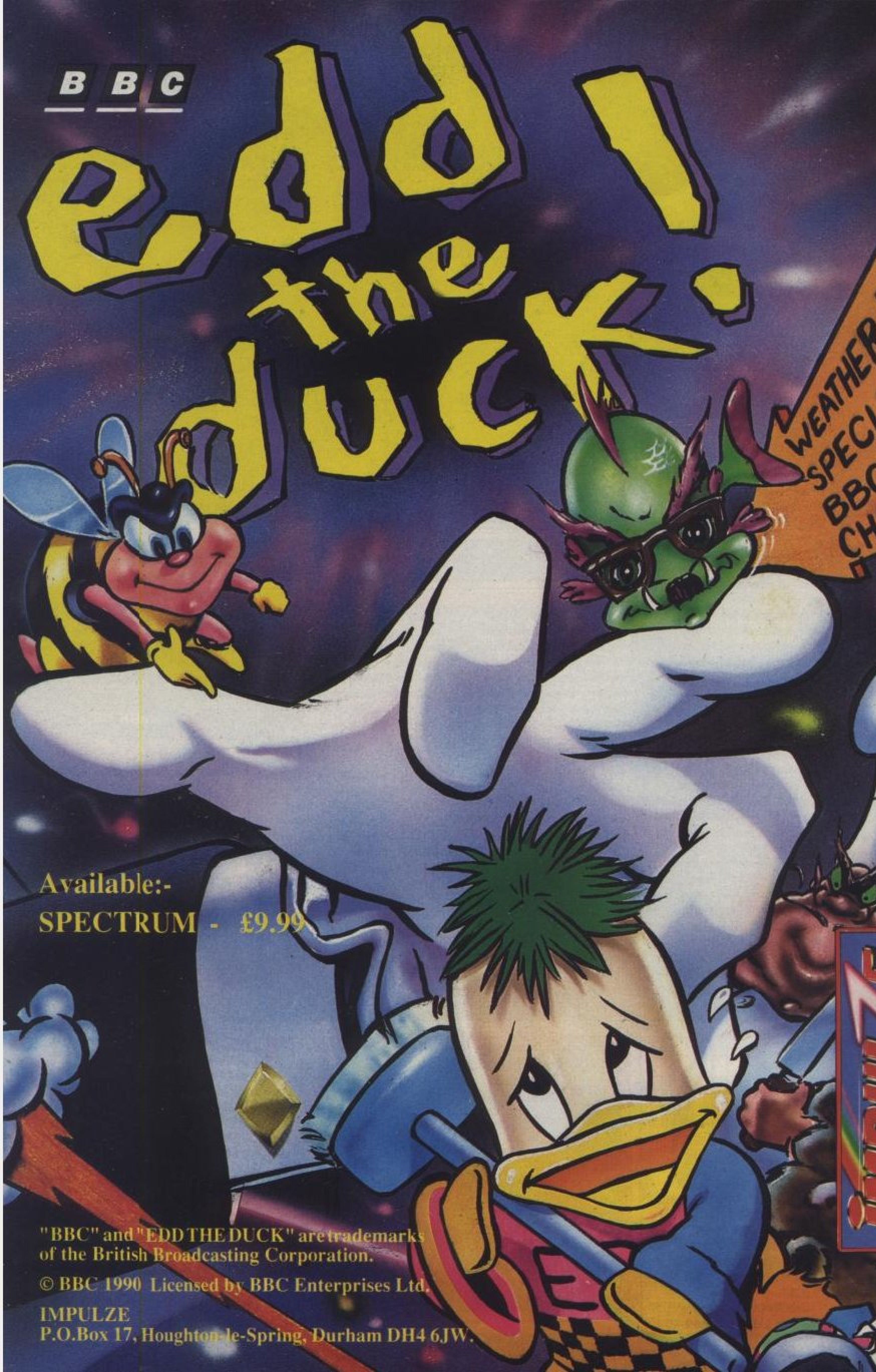
Luckily for the more amateur players there's an option to change the amount of traffic in the game. I just can't walk past an *Out Run* arcade machine without sticking 20p in. With this version though, you'll be lucky if you can stand having a second go. The graphics are not too bad but it's things like speed, the multi-load and music that let it down.

NICK



RATING

OVERALL 58%


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UN Squadron



US Gold ■ £9.99 ■ £14.99

Eutal is a remote Middle Eastern country in the grip of a bloody civil war, and as a result of this conflict a vicious band of arms dealers, Project 4, have arisen. They've developed a range of powerful weapons with which they plan to take over the world. But not if the free world has anything to do with it: the UN Squadron have been called in to stop the megalomaniacs.

You control one of the three brave Squadron pilots: Shin Kazama in his Tiger Shark, Mickey Simon in his F-14 and Greg Gate in his Warthog A-10 Thunderbolt. Take off with an optional second player and it's up into the wide blue yonder to shake hands with the devil (as the advertisement says).

Each plane contains a permanent weapon, but a range of bolt-ons are available from the Capcom shop, at a price: bullpups, missiles, napalm bombs, super shells and a nuclear warhead called Bigboy (which sucks all the paint off your house and gives you a permanent pink suntan). The first mission takes you to an enemy base where helicopters, tanks, planes and an aggressive end-of-level tank await. Each level scrolls horizontally with an impressive amount of action happening on-screen.

Level two has you up in the air to destroy a stealth bomber, heavily armed surrounding notwithstanding. Level three takes us to a forest to kill the enemy and destroy the end of level fortress. Level four is set in the desert, your mission to destroy a huge missile silo. On to level five and half way through the game: here you're taken to a spectacular rocky scene where you must battle helicopters and fighter bombers to reach the massive helicopter at the end. Levels six to nine take you to a cave, an oil refinery, the ocean and a mountain range respectively. Whilst level ten is a very special mission to round off a very tiring game: blast your way into a mothership and destroy it.

My thumb is killing me after playing non-stop for several hours on this fast and furious all action game! *UN Squadron* certainly gets the adrenalin pumping, and it'll probably wreck your joystick. The sprites are highly detailed and scroll smoothly against the varied backdrops. The enemy forces are highly aggressive and must be treated with due caution: only master blasters are likely to survive more than a couple of missions in the first few games — maybe the difficulty level is set a little too high for less experienced players. However, there are up to five continue plays. *UN Squadron* is a fast and challenging shoot-'em-up, well worth checking out!

MARK 85%

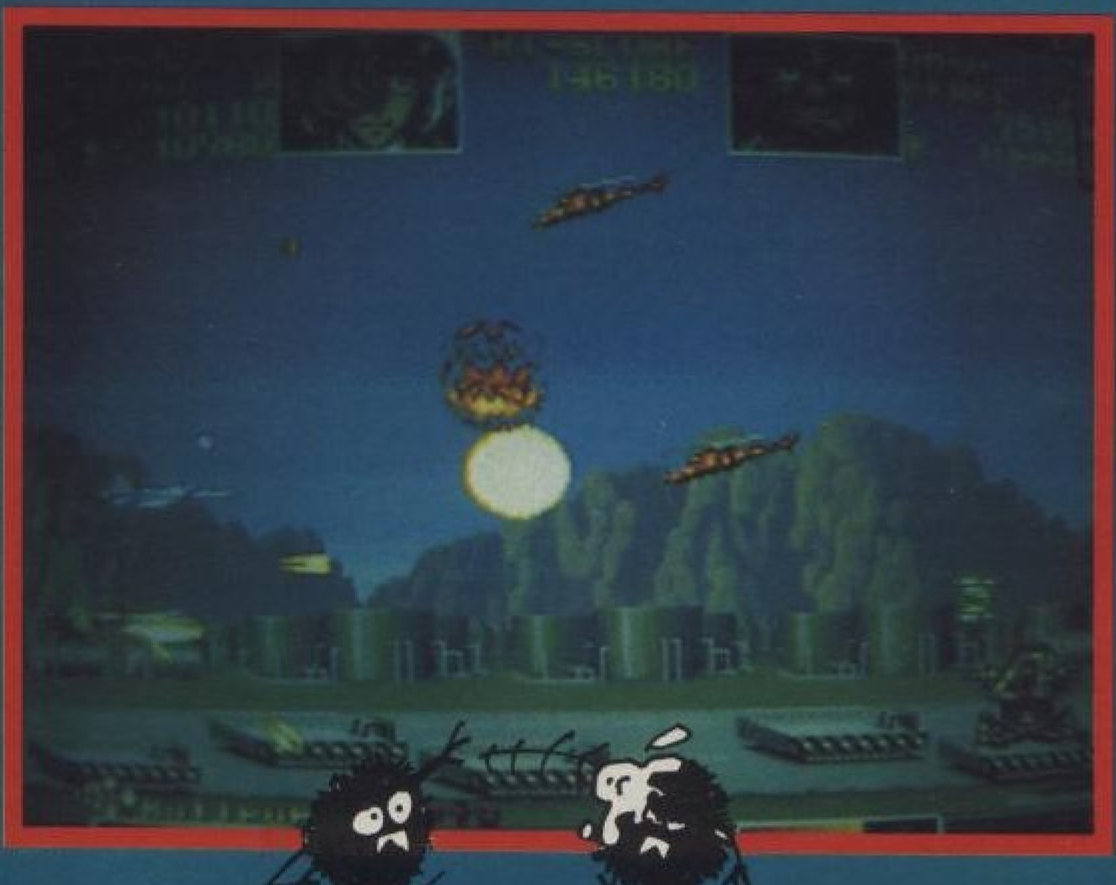
NICK *UN Squadron* includes some really great graphics for you to blast out of the sky, and some impressive weaponry to do the job with. Graphics are excellent throughout, with highly detailed enemy carriers, helicopters and planes of all types. Your finger's hardly ever likely to leave the fire button! If you aren't an expert at this type of game you're not going to get very far, with difficulty seemingly set for the real professional. *UN Squadron* is a great shoot-'em-up romp with a ton of impressive enemies to take a pot shot at!

80%

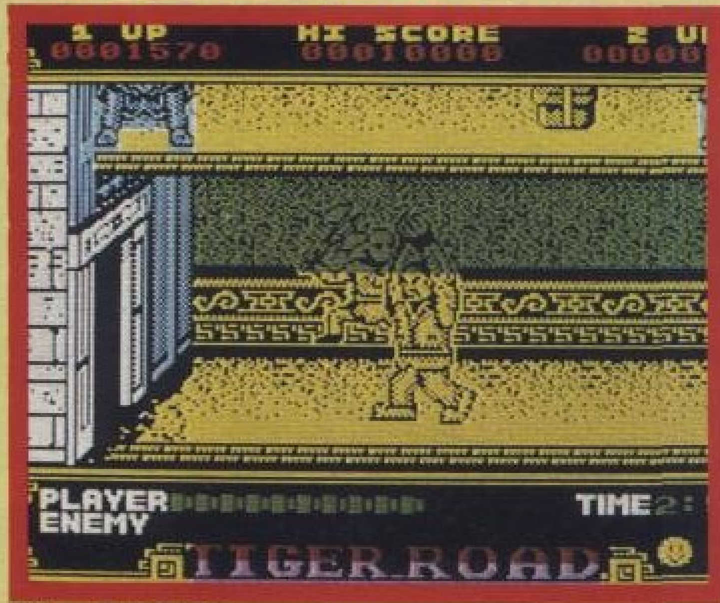
RATING

A devilishly playable blast-'em-up to challenge the stamina of both player and joystick!

PRESENTATION	80%
GRAPHICS	83%
SOUND	79%
PLAYABILITY	82%
ADDICTIVITY	84%
OVERALL	**83%**



TIGER ROAD



Kixx ■ £2.99 ■ re-release

As Lee Wong you must undertake the rescue of kidnapped children and bring them back to their village. Enemies on your travels include giants, samurai warriors and dragons: that must mean *Tiger Road* is a very basic oriental style beat-'em-up! It is! There are some elaborate graphics and the game is colourful from end to end. Fighting is a simple affair, you just swing the weapon in your hand. Most enemies will take just one swipe to get shot of but the bigger ones need up to eight.

If you don't fancy doing any killing on level one then you can just jump over everyone and walk into level two! Very challenging. A variety of weapons are available but they don't seem to help a lot! The best course of action is to get off each level as fast as possible. I've seen better.

NICK

RATING

OVERALL 63%

BADLANDS

Tengen/Domark
■ £9.99 ■ £14.99

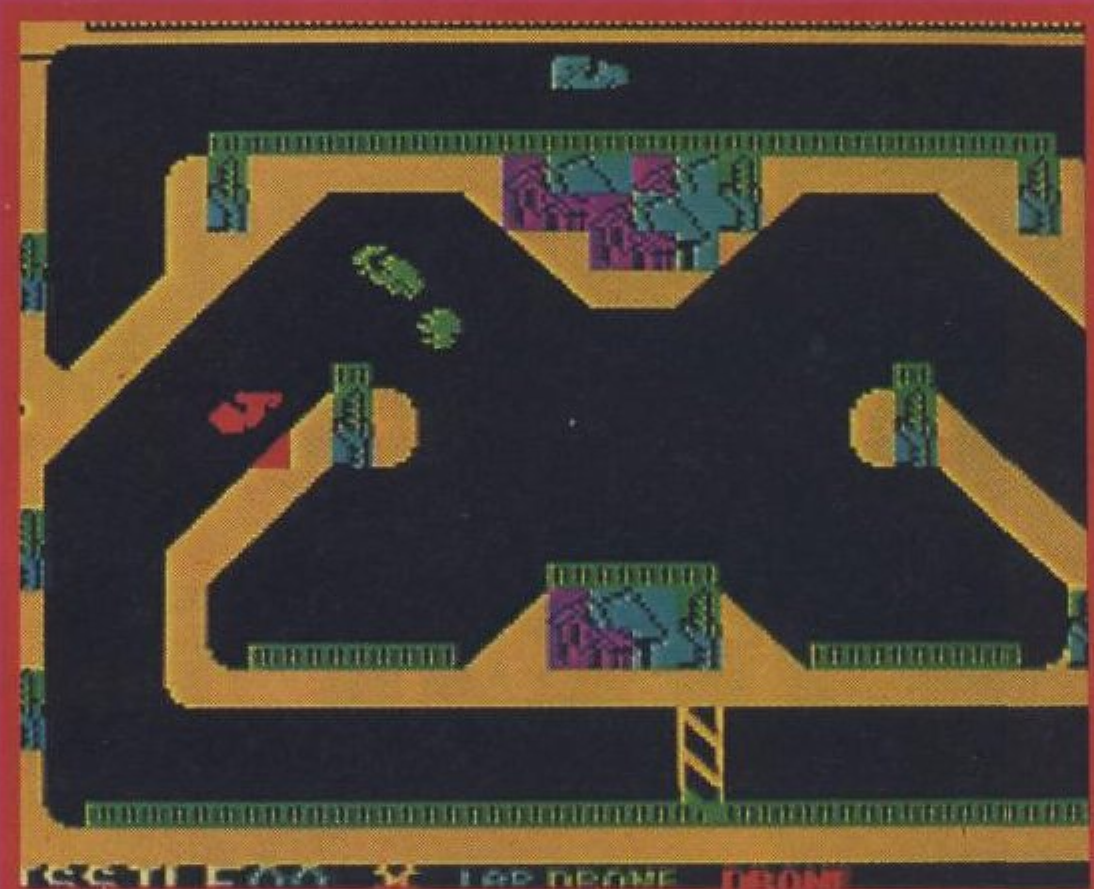
It's fifty years since a nuclear conflict decimated the population and turned the world into a *Mad Max* style wasteland. But from the ruins has arisen a new sport: heavily armed and armoured cars race round tracks built on the rubble of the holocaust in a zone known as the Badlands.

Three cars participate, although up to two of them can be human controlled in this fast and violent game from the creators of *Super Sprint*. *Badlands* is set over eight different tracks, but things aren't as simple as they sound. You have to finish the race in first place else one of your two credits is lost (lose both and it's Game Over).

Apart from human and computer driven cars that fire machine guns and missiles at you, obstacles include hairpin bends, oil slicks, sand banks, collapsing buildings and falling power lines. The first few tracks are fairly clear of these hazards, so you have a chance to concentrate on watching out for the spanners strewn around. Collection of these allows you to purchase add-ons at the end of each race: missiles, tyres, turbo power and shields.

I'm a great fan of this type of game, with this and *Super Off Road Racer* (reviewed last month) I'm being spoiled! Though *Badlands* doesn't have the detailed graphic style as *Super Off Road Racer*, the cars and backdrops are more colourful. Another bonus is that the cars in *Badlands* are more controllable, and it's easier to avoid disasters! *Super Sprint* with guns is how I would describe *Badlands*. I personally prefer *Super Off Road* but this game runs a fairly close second (mainly 'cos it's more violent).

MARK 78%



NICK It's a pity Domark have chosen to release this game at around the same time as Virgin's *Super Off Road Racer*: the two games are rather similar. This is nowhere near as detailed though. *Badlands* is a lot of fun, due to the demolition derby aspect of the gameplay, if a bit easy to complete. The tracks are nothing special — some are simply boring and others are spiced up a little with tunnels and jumps (wooo!). It's a pit you can't actually destroy the opponents — blast 'em with your gun and they just flash and carry on. *Badlands* is a good conversion, but the coin-op isn't innovative enough to make the game really exciting.

59%

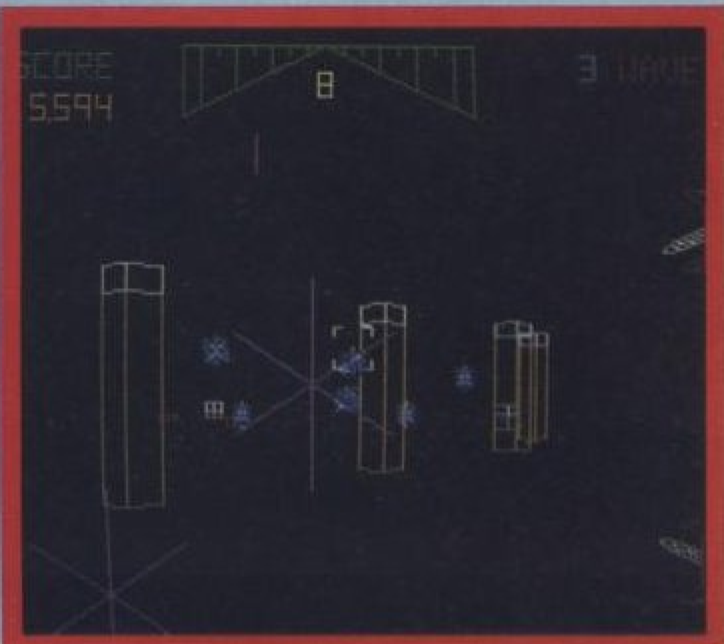
RATING

Sadly overshadowed by superior counterpart *Super Offf Road.*

PRESENTATION	70%
GRAPHICS	64%
SOUND	71%
PLAYABILITY	67%
ADDICTIVITY	65%

OVERALL 68%

STAR WARS



The Hit Squad ■ £2.99 ■ re-release

You take control of Luke Skywalker in his X-Fighter ship and must destroy one attack wave after another of deadly enemy fighters. Wave one has Luke flying out in deep space with a number of the Empire's Tie Fighters to be shot. He then dives down to the Death Star to fly through deadly laser towers which grow up from the ground: a 50,000 bonus is given if all towers are destroyed. In the final scene Luke dives into a trench and must hit the exhaust port to cause the Death Star to explode.

The wire frame graphic style is incredibly similar to the arcade machine and all the gameplay has been converted intact. After a little practice all the attack waves can be mastered — which kills the long-term appeal of the game. However, you can get plenty of enjoyment from *Star Wars*

NICK

RATING

OVERALL 69%





SUBBUTEO

Electronic Zoo
■ £9.99 ■ £14.99



It's 40 odd years since the first person flicked a small weighted piece of plastic across a green table-sized blanket and tried to hit a huge (in relation to the player) ball. I remember owning a *Subbuteo* set when I was a nipper, and playing the Electronic Zoo computer version has brought the memories flooding back!

The game starts with the usual option screens: Single or League Matches. Both options allow you to play against either a friend or the computer, though league is more fun because it allows you to play with up to eight people (single only allows two participants). The rest of the options are the standard choices you'd expect from soccer games — team names, playing time (15-45 mins), skill level, and team formation.

You have control of all of your players except the goalie (who's always computer controlled), and each flashes in turn as a cursor passes over them. A press on the fire button selects a player, whilst a second press moves a small cursor. This is used to determine the direction of the flick. Then set the power and spin of the shot and watch it fly off.

Sadly *Subbuteo* is a brave attempt that doesn't quite pay off — too many footie releases have stolen its limelight. Control is a little confusing at the start, but practice improves this. But it's strange not to move the player with the ball at his feet: the skill here lies in flicking the player at the ball (and totally missing, in my case). Sound effects and graphics are as simplistic as the gameplay, so even with a few mates playing, the computer version doesn't quite catch the atmosphere of the table-top game.

MARK 50%

NICK *Subbuteo*, hoi, hoi, hoi, hoi! Well that's how they go isn't it? Flicking stumpy footballers around a pitch, attempting to hit a ball the same height as the players is not my idea of fun. In the main game you view the players from above so all you see is a coloured circle with a white bit in the middle. What's the point of a computer simulation of *Subbuteo*? Owners of the original table-top game are going to be the only ones interested — and only so they can play it on their own.

59%

RATING

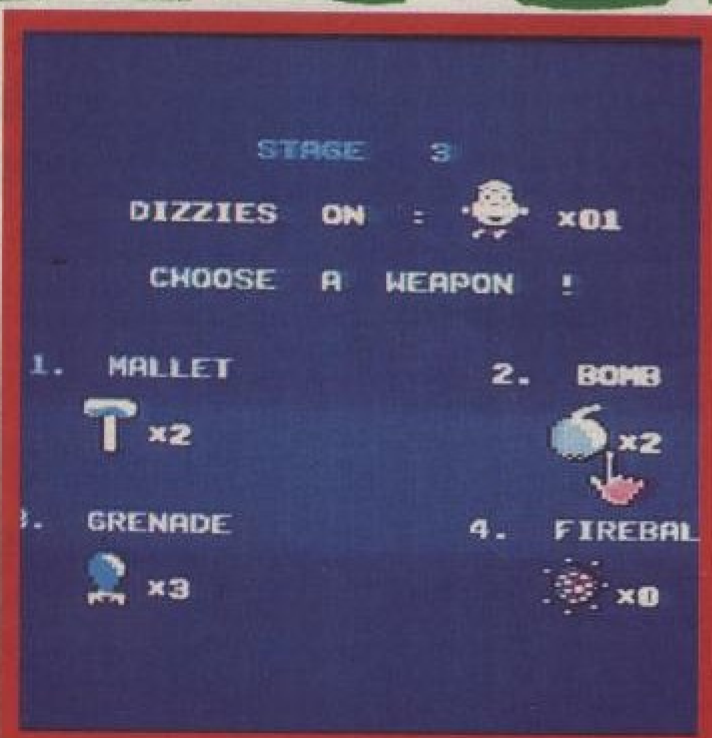
Fans of the board game are advised to stick with the original.

PRESENTATION	65%
GRAPHICS	41%
SOUND	55A
PLAYABILITY	50%
ADDICTIVITY	48%
OVERALL	**54%**

KWIK SNAX

A CRASH Smash

CodeMasters
■ £2.99 ■



The evil Wizard Zaks has thrown all Dizzy's mates, the yolk folk, in separate prisons on islands to suit their personalities! Denzil went to Cloud Land as he always seemed to have his head up in them, Dylan went to Ice Land for being so cool, Grand Dizzy to Cuckoo Land because he's a bit senile and sweet Daisy was put in the dungeon! Zaks knew Dizzy would attempt to rescue her. You now have the task of rescuing each of your mates.

The game's played *Pengo*-style: you push blocks around the screen, crushing nasties if they get in the way and collecting the fruit and other objects you find. Bonus extras can be found and do weird and wonderful things to each screen's layout. Once a screen is completed you go onto the bonus section which has to be done in a set time limit.

Graphics consist of colourful animated sprites. The presentation is outstanding: 128K owners are treated to full colour screens as an introduction, and the hilarious Dizzy Mob band play a tune on the title screen! It's great stuff!

Kwik Snax is addictive beyond belief. Once you start playing you just won't be able to stop, and why should you when it's as good as this? 100% pure CodeMasters fun and frolics — cannot be missed.

NICK

RATING

OVERALL 92%



Clive Barker's
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STRIDER 2



U.S. Gold
■ £10.99 ■

Magenta — a far-off planet in the future is the setting for this, the sequel to the arcade giant *Strider*. What is our friend Strider Hiryu up to this time, then? Well, he's off to rescue a female world leader from the slimy grips of a band of dastardly aliens. In this fight for freedom the only weapons around to help him in his quest are his sword and a new Gyro laser gun, just right for squishing all those nasties.

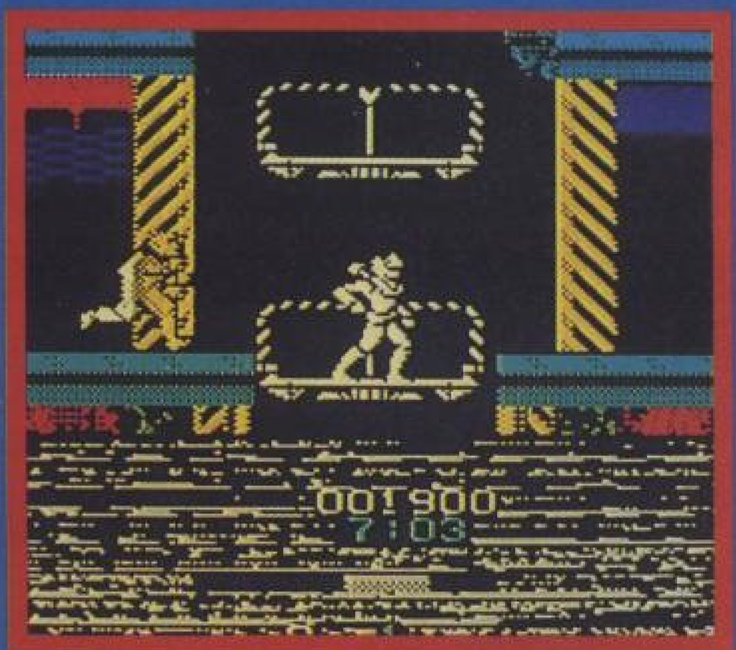
The levels are packed full of platforms and lifts, and there are now ropes and chains for our hero to climb to get out of reach of death. Strider's adventures take him through the forest where his space ship lands, underground caverns leading to a power station and the Earth spacecraft where the girl is held captive.

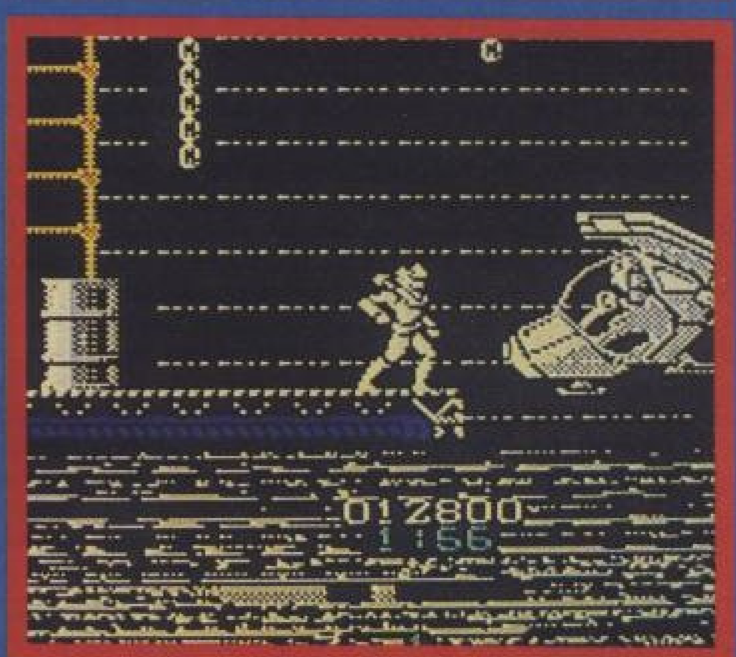
Killing the kidnappers would be a doddle if it weren't for the inconvenience that your gun only fires when Strider is stationary. Still, the sword has a pretty impressive slicing action that should save your bacon.

Strider's objective is to collect the icons situated in each level. Once they've all been found he'll have the ability to transform into a robot to help him defeat the massive end-of-level opponents.

Strider didn't appeal to me, and his return doesn't cut the mustard. All that bounding around with a silly looking sword. One thing this game has which the original lacked is colour. No more 100% monochrome: you now have coloured trees and platforms. This, of course, brings our old friend Miss Colourclash onto the scene. Whenever Strider jumps or walks over the background he changes to its colour; can't be helped really. *Strider II* is a little better than the original: arcade freaks might find it more playable.

NICK 68%





MARK I loved the original *Strider* in the arcades, though the computer version appeared in Issue 69 and received a mixed reception. Now *Strider II*'s here and is as controversial as its predecessor. Nick disliked the original and is a misery guts about this sequel. I love it! The main character sprite is still as atheletic as ever and as a bonus now carries an extra weapon (yippee!). Another great addition is Strider's ability to don a huge armoured suit to tackle the end of level bad guy. US Gold have come up trumps again; in fact coin-oppers Capcom like it so much *Strider 2* will be in your local arcade before you know it!

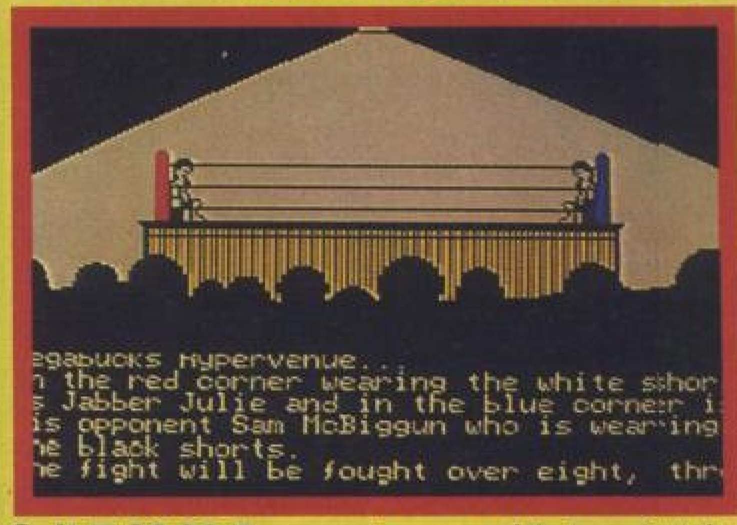
88%

RATING

Tough but playable — a treat for arcade addicts!

PRESENTATION	72%
GRAPHICS	74%
SOUND	65%
PLAYABILITY	71%
ADDICTIVITY	75%
OVERALL	**78%**

THE BOXER



Cult ■ £2.99 ■

Manage a promising young boxer and help him reach the World Championship and ultimate glory and fame. Unlike the football management games, you actually get to see what goes on in each fight: take a ring side seat and watch your man get his lights punched out!

A host of options can be selected: choose the opponent to fight against, choose training and fighting venues and the type of work out your fighter needs to get him in tip top condition. Winning a fight is your first goal — it gives you prize money and increases the boxer's morale and ranking rating.

The Boxer is a new style for management games, and quite pleasing it is too..

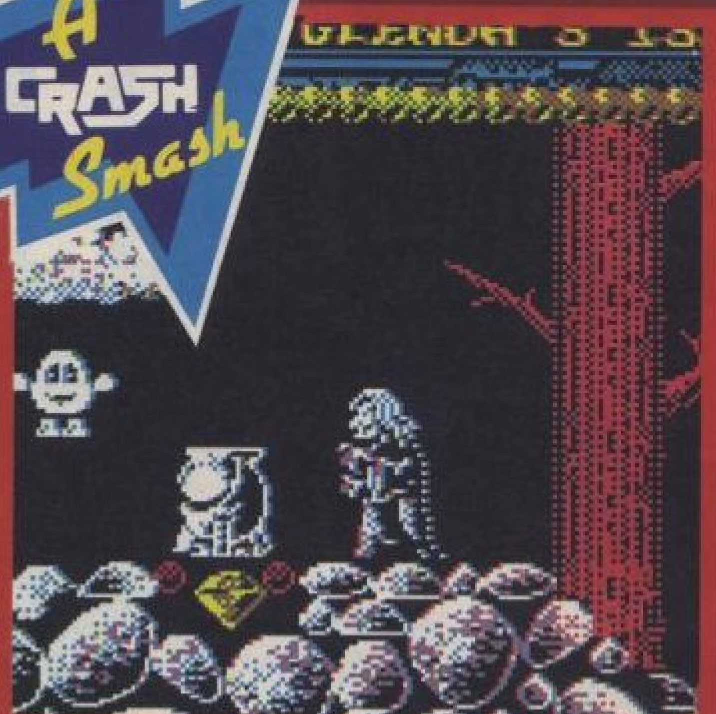
NICK

RATING

OVERALL	**62%**

MAGICLAND DIZZY

DIZZY 4



CodeMasters
■ **£9.99*** ■

** For the moment Dizzy 4 is only appearing as part of a five game Dizzy compilation. The other titles in the pack are Dizzy, Treasure Island Dizzy, Fantasy World Dizzy and Fast Food. The ultimate cartoon Chrissie pressie?!*

Our old friend Dizzy is back with a vengeance — this time he's going to show evil wizard Zaks exactly what he's made of (what? Egg white and yolk? —Ed). Zaks has cast one of his deadly spells, and it's Dizzy who has to put things right.

Each of Dizzy's pals has had a different spell cast over them: Dylan has been tangled up in a bush, Dora turned into a frog, Dozy has been sent to sleep (nothing new there), Denzil frozen solid, Daisy super enlarged and Grand Dizzy is trapped on the other side of Zak's magic mirror. Dizzy's task is to break the six spells and destroy the wizard forever.

The fun and frolics take place in a strange fairy tale world inhabited by some very peculiar characters. There's Prince Charming with his dashing looks and golden crown, good witch Glenda stirring her magic cauldron and the Queen Of Hearts, 'Off with her head!'. All this in the great Dizzy graphic style.

This game is truly enchanting! Every Dizzy game has been loads of fun to play and *Magicland* carries on the tradition. The puzzles will have you flummoxed from the word go, but that's half the fun of playing a Dizzy adventure. If you stick at it you'll eventually solve one, which will lead you on to the next. Visually *Magicland* is similar to the other four games: colourful animated sprites are everywhere and the scenery is packed full of detail. Dizzy himself leaps and bounds around every screen in his usual comical way, making the game ooze with addictivity. The tunes and sound effects are also really good, and I'm sure one in-game tune is a remix of Kylie's 'I should be so lucky'!

This, the fourth Dizzy game, has got to be one of the best so far. An essential purchase for every Spectrum owner. It's magic!

NICK

RATING
OVERALL 93%



SPOOKY CASTLE



Atlantis ■ **£2.99** ■

Being a peasant of limited intelligence you went and volunteered for a dangerous quest. You are Gormless Gary and must rescue the beautiful Princess Clare from the clutches of the evil ghosts. And the reward if you succeed? Her hand in marriage and a bit of rumpo.

Your journey is a dangerous one: each room is locked tight and rabid bats swoop at you every chance they get, sapping your energy. Keys have been left lying about the castle and collecting these opens the doors (*really?* -Ed).

There are three ways to fail: you can lose all your energy by being swooped on by the bats, contact with one of the evil ghosts means instant death and falling onto a fire won't do you much good either.

While the graphics are OK, control method and gameplay belong in the bottom of the barrel. If you survive for more than four screens you must be an expert, either that or you've found a poke for infinite energy. Each screen is laid out in such an annoying way that you won't only be cursing the ghosts for killing you but also kicking your screen in a rage.

NICK

RATING
OVERALL 25%

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* Not all titles have been released at time of going to press. Orders for unreleased titles will be held until games are available.

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